Lesson 15: How to Create a Flat Design Character with Shading

Creating characters in Designer is fun and simple once you get a hang of all the different actions needed to perform this action. We like creating new faces, people, and animals because they are the main characters in the stories we like to create. In this lesson, we'll walk you through how to make a character's face with some shading around his face and hair. We hope you like this lesson.

Ready to begin?

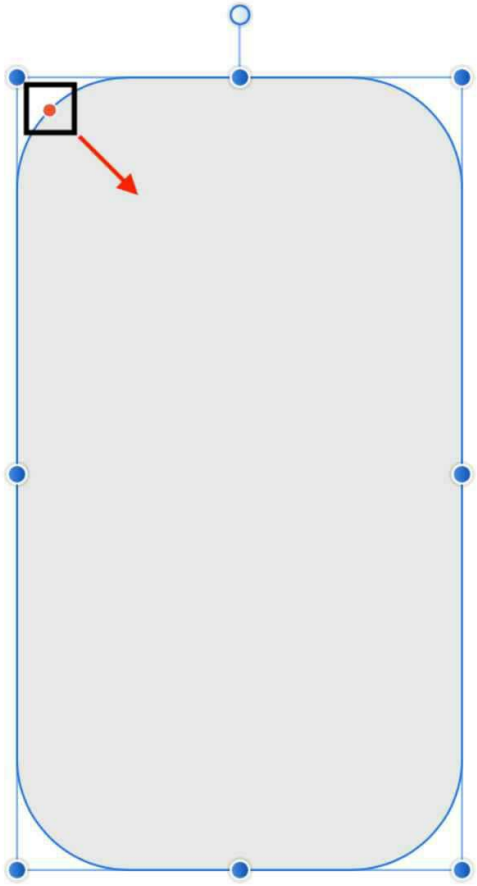
Create a **New Document** to these specifics:

- **Web - CD Digital Release**
- **Transparent background** (*unchecked*)

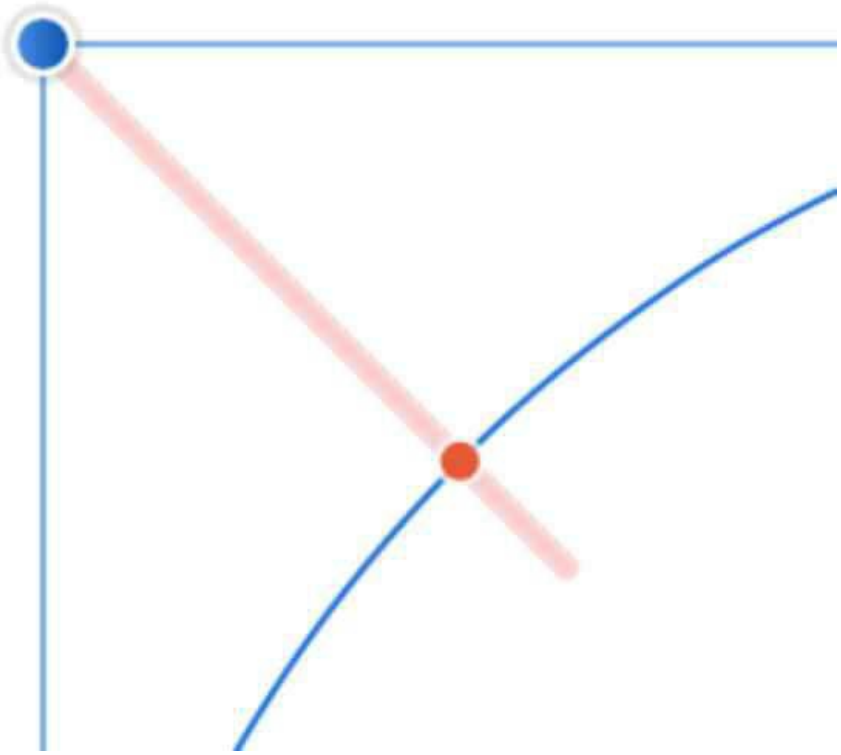
Click on the **Rounded Rectangle Tool** so it's activated. This shape will be the man's head.

Click & drag out a **vertically shaped rectangle** (see the image below for reference).

Click on the **red node** (see black square) and *drag* it **inwards** to give the corner a more rounded appearance.

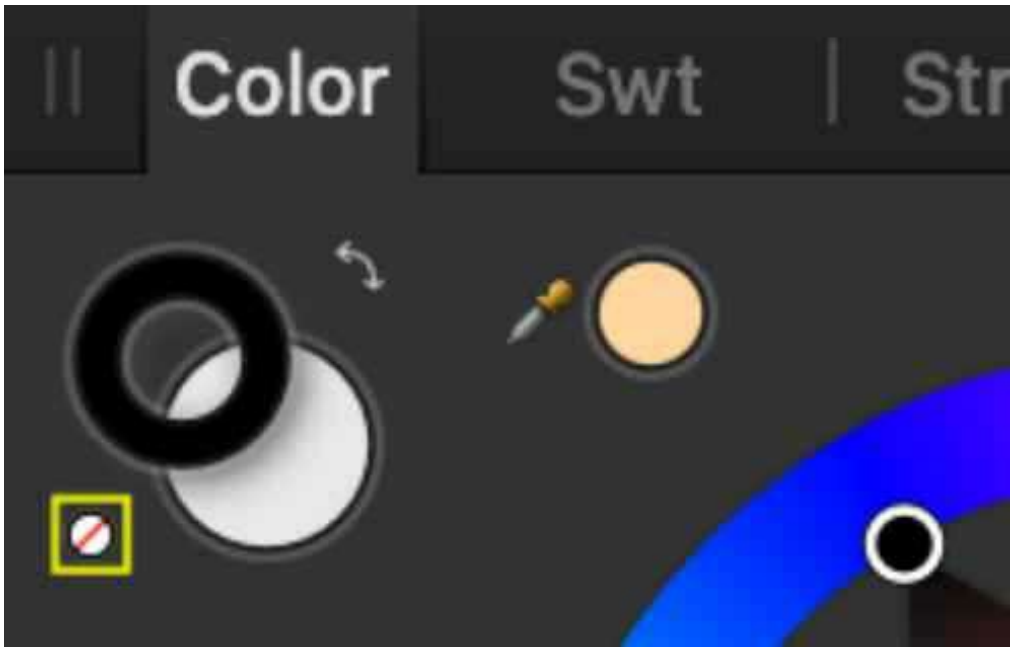


Drag the **red node** almost all the way into the shape (see this image) to maximize its curvature.



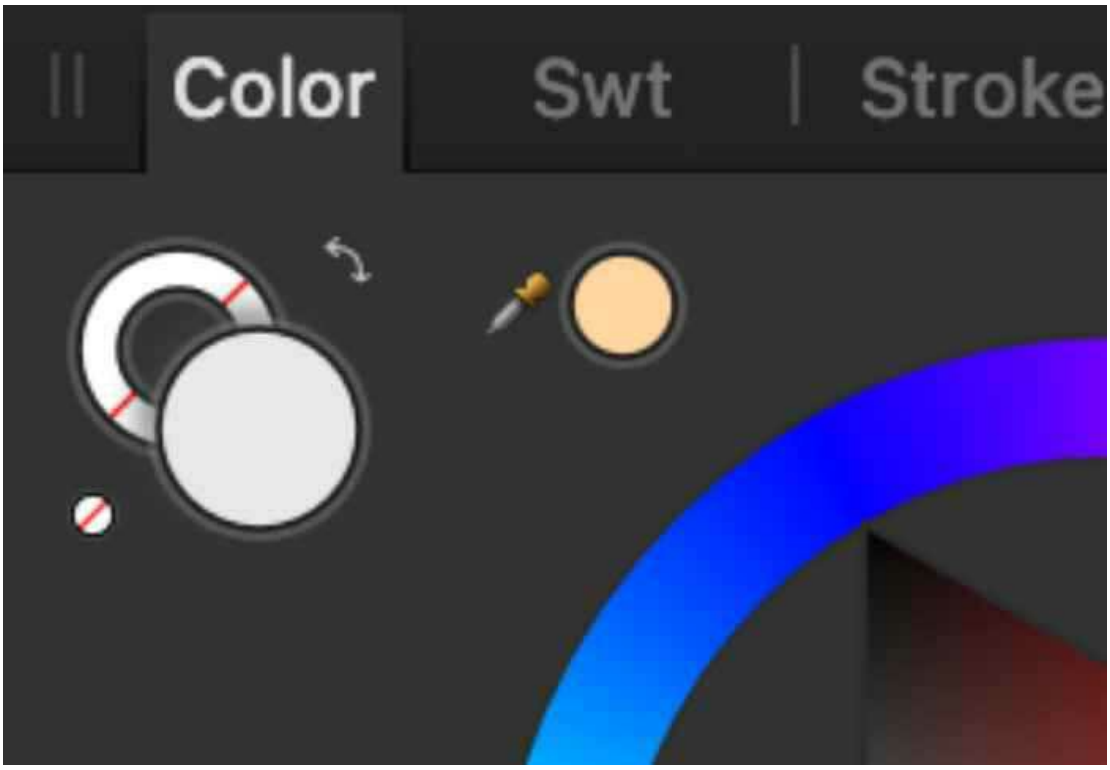
Go to the **Colors Panel** & *click* on the **Stroke doughnut** (see the partial yellow square in the below image). It is located behind the solid white Fill color circle. When it is in front, we are going to make our shape have no stroke color. We'll do this in the next step...

Click on the **no color icon** (see the small yellow square in the image below) which will change the black donut's color to a white with a line going thru it. This is the symbol for no stroke color (or no Fill color if it is on the Fill circle - see white circle in the image above).



This is what the Colors Panel should look like now that we've chosen our Stroke to have no color (see above image).

Click on the **Fill circle** so it's in the front position.



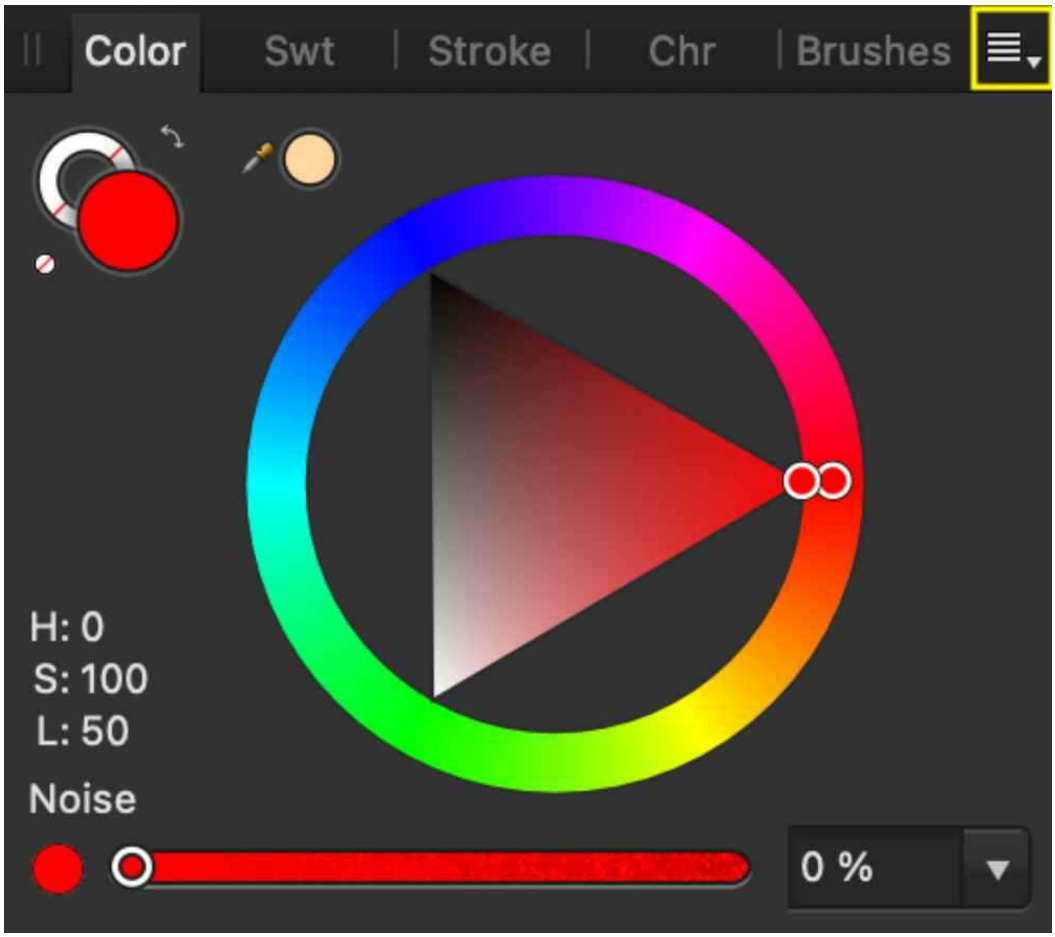
This process seems pretty time consuming, but once you understand it, it's quite a fast process to do. Now, we're set for coloring the shape in our document. This will be the character's face, so we'll do a Google search for "RGB Hex code for a face". This is the code we found: **FFDBAC**.

Hint: When looking for specific RGB Hex codes online, there are tons to choose from. You need to have an idea of what color you're looking for and use that Hex code. Please use our code for this lesson and then come back and change the color if you want.

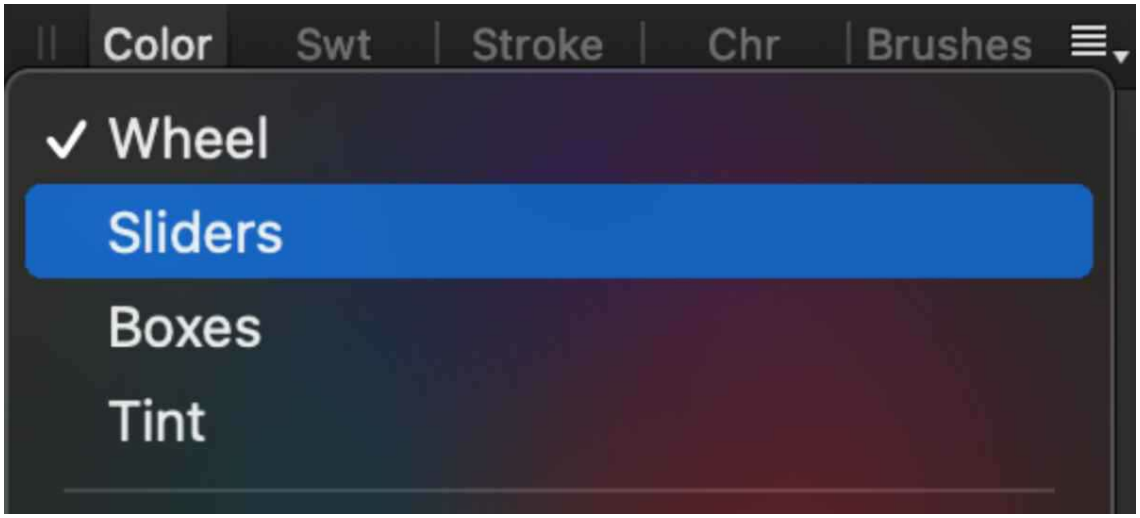
The shape should still have the blue nodes surrounding it, which means its layer is also highlighted in blue and active. If this is not so, ...

Click on the **Rounded Rectangle layer** to activate it. This will cause the blue nodes to surround the shape.

Go to the **Color Panel** and *click* on its **burger menu** icon (see the yellow square) to reveal a pop-out window where we can choose different coloring options. We've done this now at least four times so far. This should be also second nature to you by now.

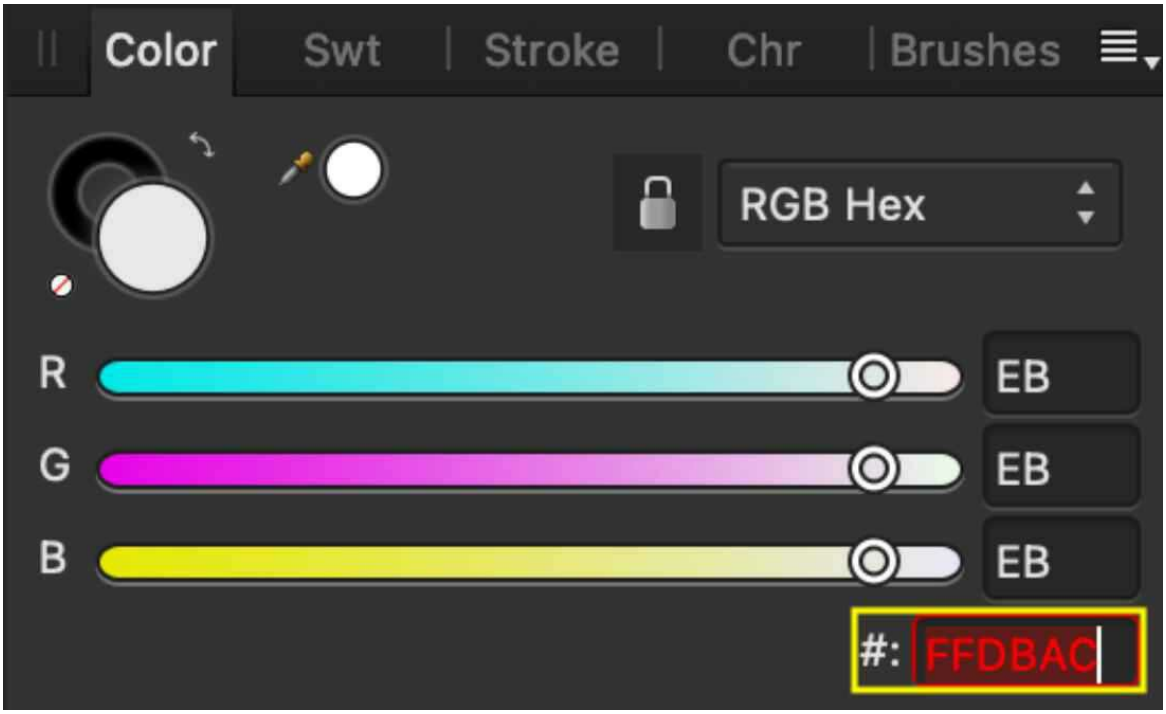


Click on **Sliders**.

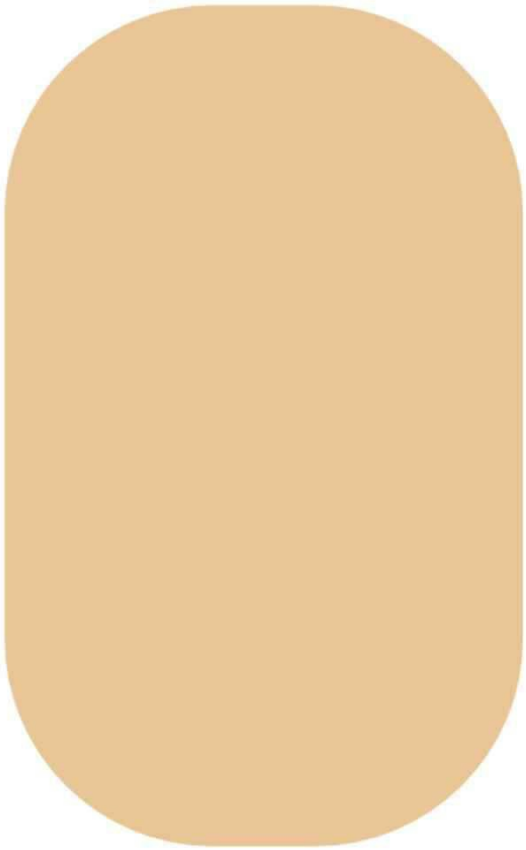


Click on the **pop-out menu** where you can choose which type of Sliders you want to use and *click* on **RGB Hex** (we've done this several times already).

Type **FFDBAC** in the RGB Hex value box and *press* **Return**. This will change the color of the face to the color we chose from the internet.



This is what our head looks like now:



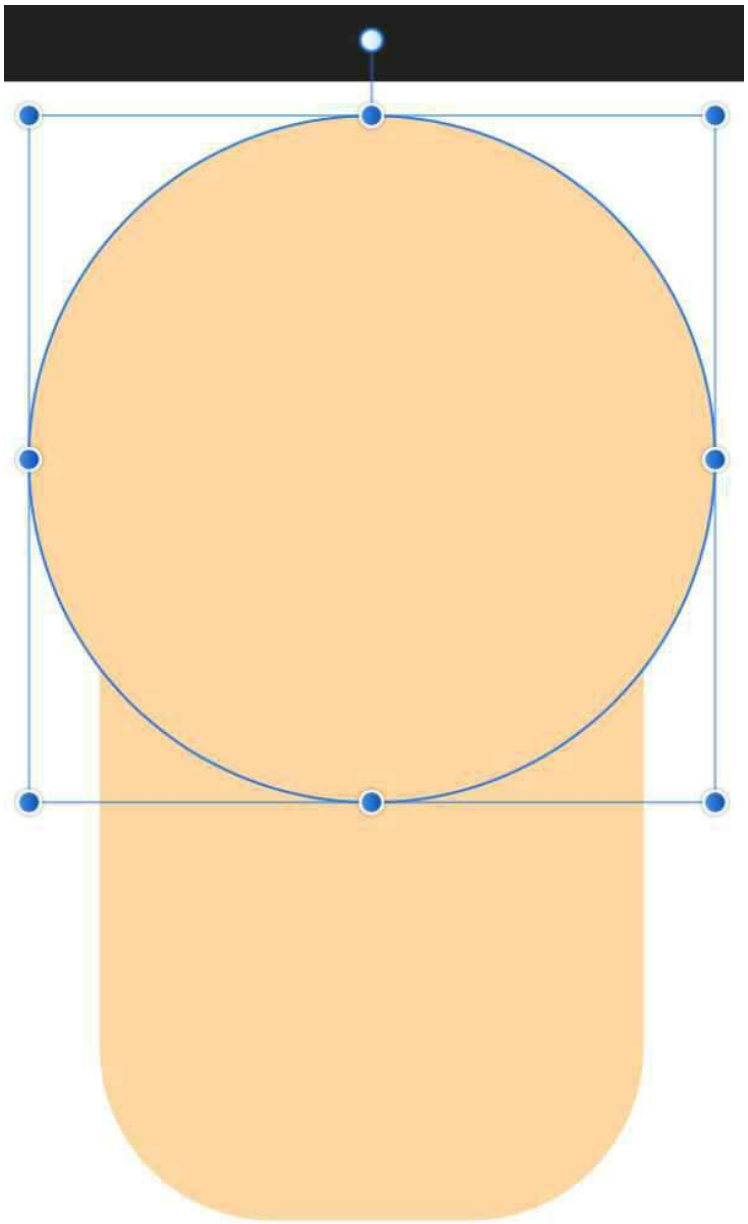
Now, we'll work on the hair.

Click on the **Ellipse Tool** (or Circle) so it's activated.

Hold-down the **Shift key** as you *click* & *drag* a **perfect circle** inside our document. We've placed our circle over the top portion of the face. This is because after we change its color, we'll move this circle behind the face shape to make it look like the character's hair.

Click on the **Move Tool** and try to reposition the Ellipse where we've positioned ours (see the below image).

Note: Make sure you zoom into your document as you are working on this lesson. Many of the shapes we'll create can be quite small.



For this lesson, we'll give our character blue hair (you are totally free to use any color you want).

Go to the **RGB Hex value box** and *type* **0001E8**. This is the blue color we are using.

Go to the **Toolbar** and *click* on the **Move to Back** icon (see yellow rectangle below). This will cause the now blue circle to be placed behind the character's head.

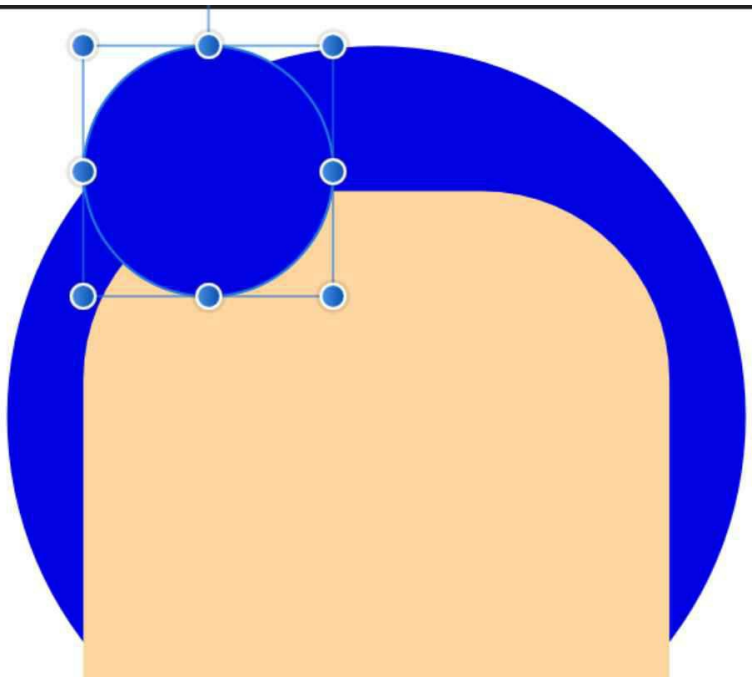
The hair on the back of the character 's head is done. If we want to, we can click on its shape or its layer to change its position to any place we want it. But we'll leave it alone for now. It looks great.

Now, we're going to create four smaller circles that will compromise the character 's bangs. You have to think creatively here :).

Click on the **top layer** so it's active before you do the next step.

Note: At any time when you are creating these new objects and they are behind the other shapes, simply go to the Layers Panel and move their layer to the top of the Layers Stack. This will reposition the new shape where you want it. Feel free to practice using the four layer positioning buttons, too (see the above image).

Click again on the **Ellipse Tool** and *click* & *drag* out a **blue circle shape** on top of the character 's 'face' near the existing hair (see our image below). You will have to zoom into the document to do this well. This new circle's shape should be about a quarter the height of the face (or less).



Next, we'll use a shortcut for duplicating shapes that are similar. To do this, all we have to do is first *hold-down* the **Alt** key or the **Ctrl**/**Cmd** key and then use a *click* & *drag* motion on top of the shape we want to duplicate. As we perform this action, we can simply drag out another duplicated shape - in this case we'll be duplicating the first blue circle that is in front of the person's skin. We'll also be resizing these new circles.

Note: Remember that before you duplicate an object (or shape) make sure the source shape is selected and its layer is highlighted in the Layers Panel. Also vital is that the Move Tool needs to be selected before you perform this operation.

Ready to try this new action?

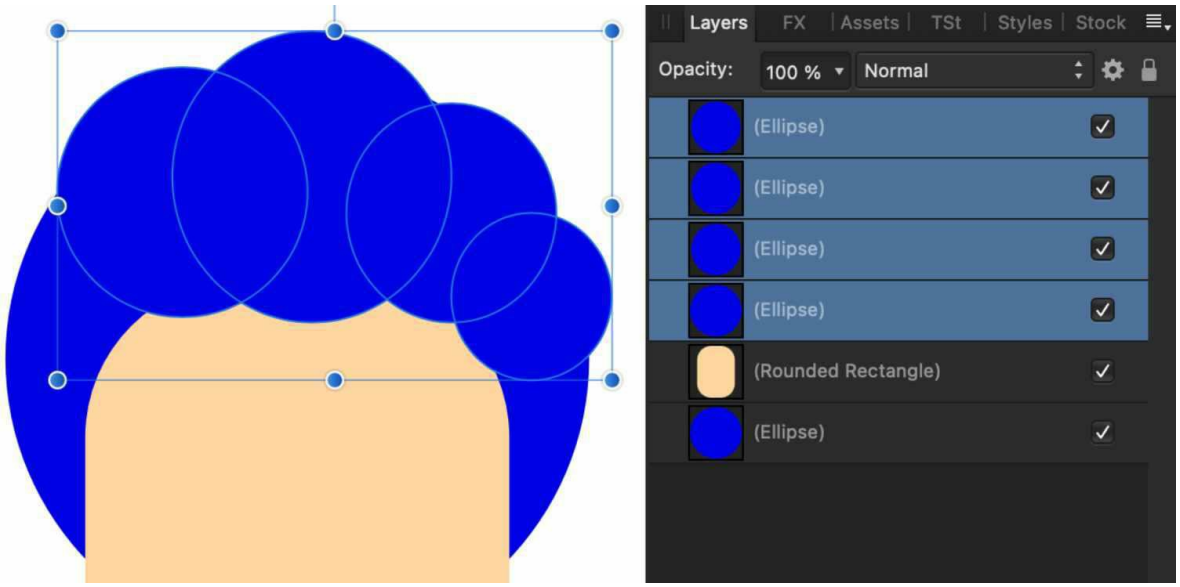
Click on the **Move Tool** so it's active (or use its shortcut of **V**).

Hold-down the **Alt** or **Ctrl**/**Cmd key** and then *click* on the **first round 'bang'** and without releasing the mouse button, *drag* the **new shape** to the right of the first.

Repeat **three times**. Each time use the Move Tool and resize the three new shapes. This is what we did. The first new circle is centered on the head and is about 30% bigger. The next shape to the right is bigger than the first circle, but smaller than the big middle circle. The fourth circle is the smallest and is

positioned to the far right of the head.

It is probably easiest to just look at the below screenshot and then make your shapes approximately the same as we have ours. We selected the four new shape layers in the Layers Panel so you can see how each looks in the document.

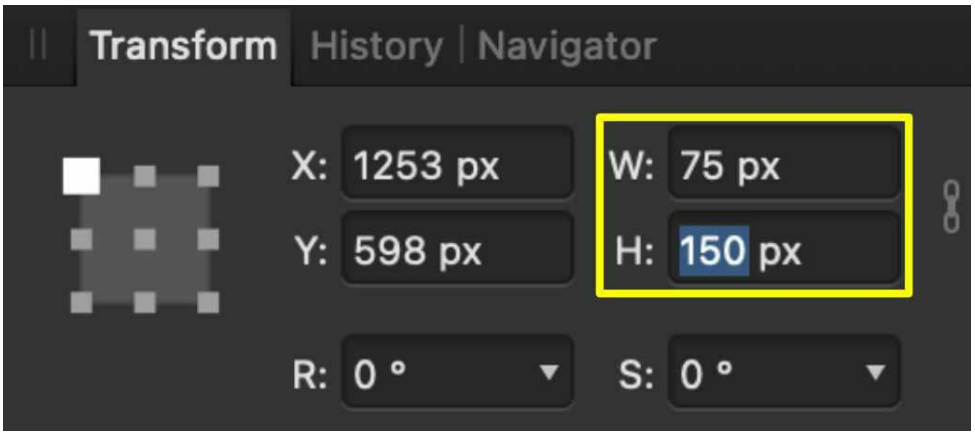


We're done with the hair and now we'll create the face. We'll start with the eyes.

To make an eye, we're going to again use the **Ellipse Tool**.

Click & *drag* to make a vertically **oblong circle** on the left-side of the man's face. It doesn't matter where on his face because we'll be moving it shortly.

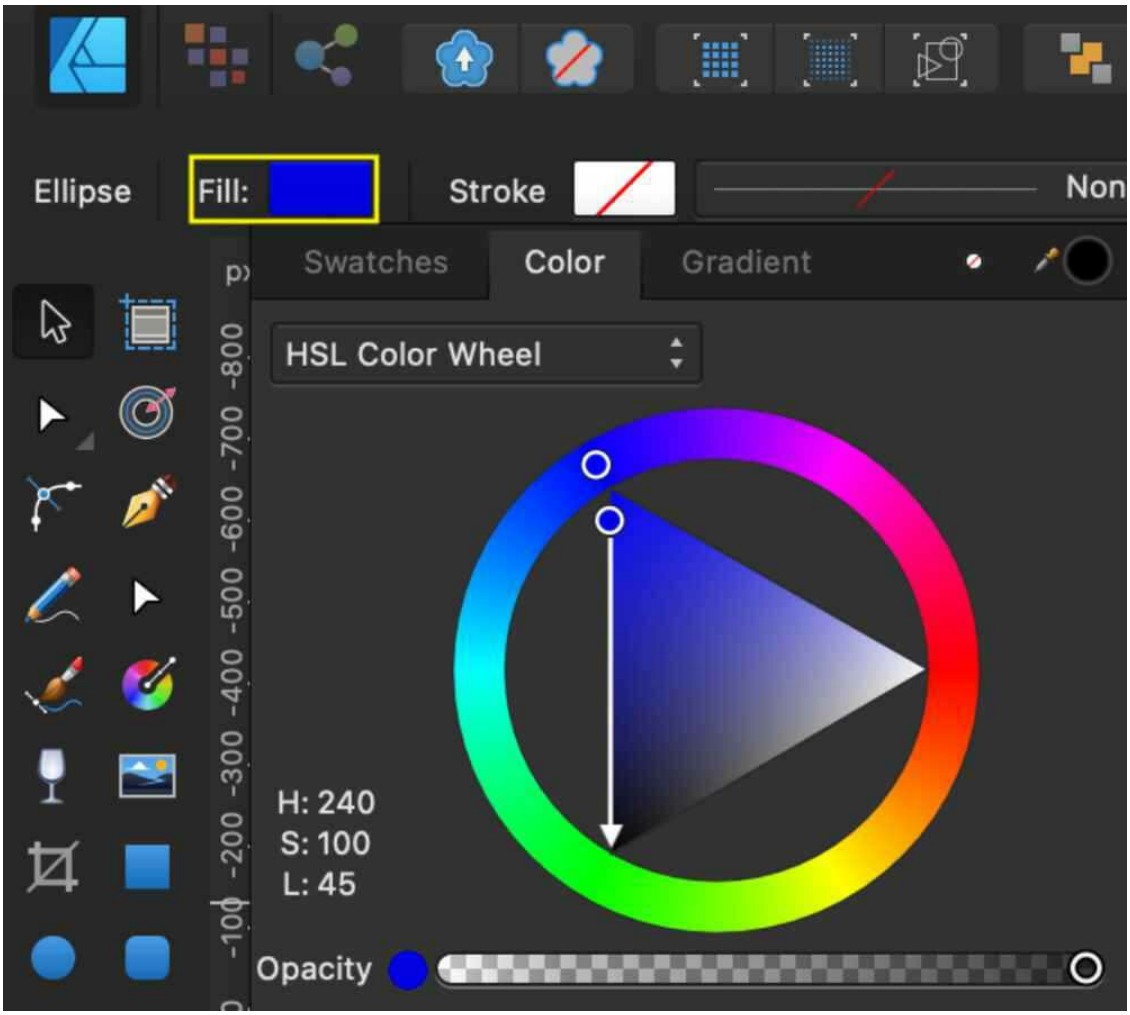
Note: If creating a shape to precise measurements is important for you, you can go to the Transform panel located in the very bottom right area of the screen and type the **W:** and **H:** dimensions of this oblong 'eye' shape. See this screenshot for the dimensions we're using. We marked the area with a yellow rectangle.



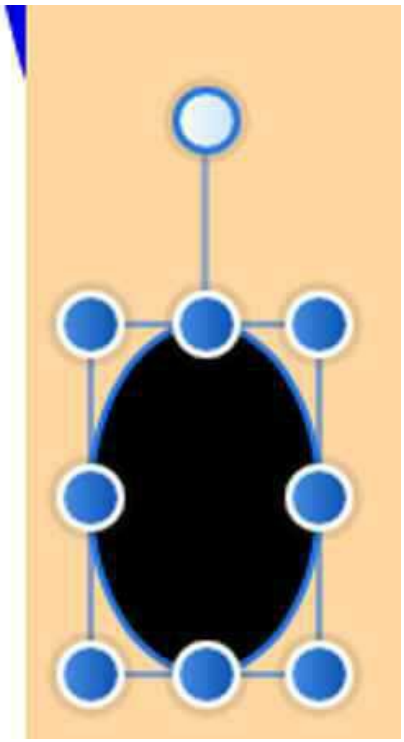
It isn't necessary to be so exact when making this face, but we thought it's a skill you should be familiar with. Now, we'll change the color of the eye.

Go to the left side of the **Contextual Toolbar** & *click* on the **Fill** square (see the yellow rectangle in the below image).

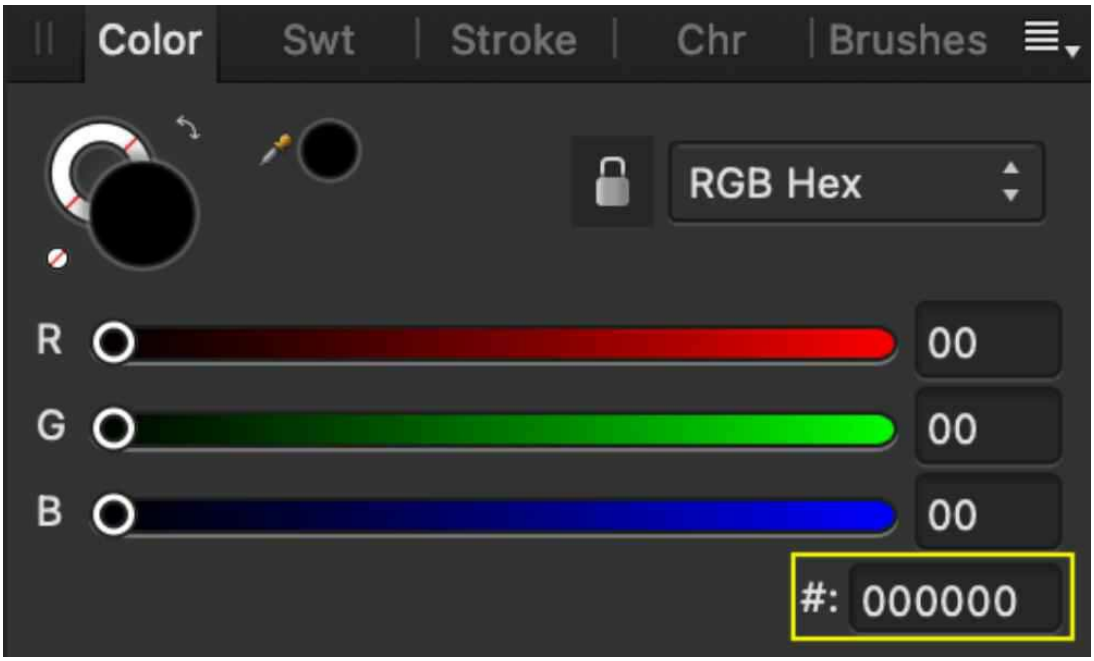
Move the **inner node** of the Color Wheel straight down so the color of the oblong circle turns black (we added a white arrow to show you this action you need to do).



This is what your oblong "eye" should look like now. The reason we placed it on the skin area is to provide contrast for our next step when we duplicate this shape and turn it white. If this black shape was on the white document, it would make it near impossible to see the white shape it'll be tuned into.



Hint: Look at the Color Panel in the top right corner of the screen. Pay attention to the RGB Hex code for black (#**000000**). It is all zeros because in the RGB color space when there is a total absence of light (red, green, blue) you get black (see yellow rectangle for this code).



Also look at the color values for each of the R, G, B sliders. Each is 00. Click

on one of the sliders and move it all the way to the right - the resulting code is FF (for full color vibrancy of that color). We covered these RGB Hex codes in the extra Color Theory chapter, but we still like having fun with these color options.

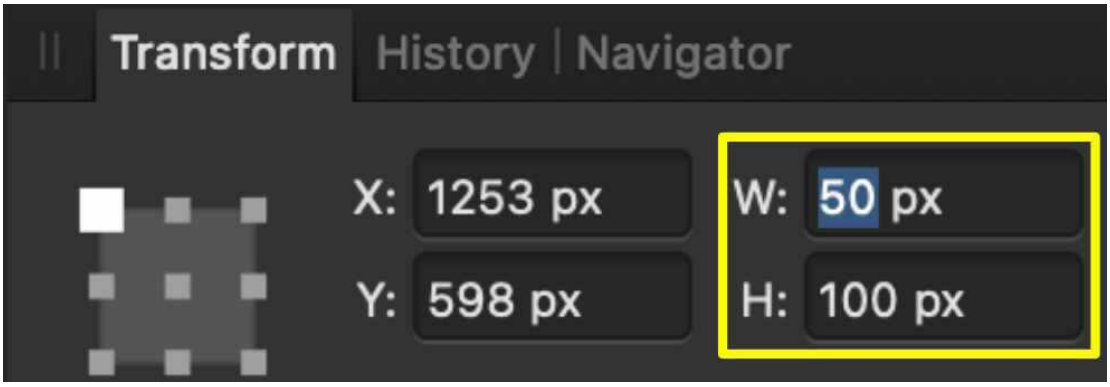
RGB Hex Review: What colors do these codes represent? FF0000, 00FF00, 0000FF. Check the last page of the Color Theory chapter for the answers you should have already worked through.

Ready to continue with the lesson?

Go to the **Layers Panel** and *click* on the **top layer** so it's highlighted in blue.

Press **Ctrl/Cmd+J** to ***duplicate*** this layer.

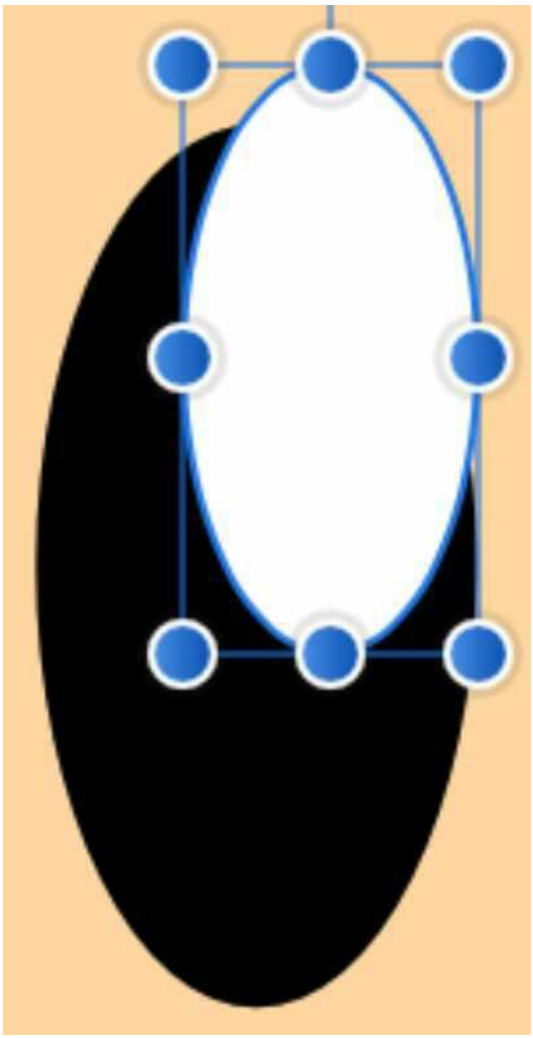
Go to the **Transform panel** and *change* this shape's **dimensions** as you can see in the below image.



Since the Sliders are still open in the Color Panel, we're going to input the RGB Hex code for white. Do you know this code? It's FFFFFF. This is because white light is a combination of all light and FF is the highest vibrancy of Red, Green, Blue.

Go to the **RGB Hex value box** and *type* **FFFFFF**. This will cause our new shape to turn white.

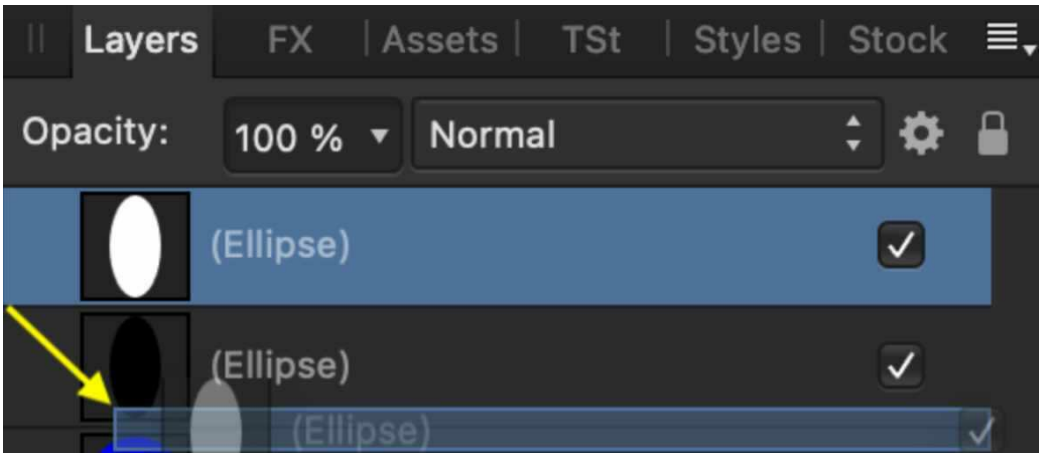
Click on the **Move Tool** and *reposition* the **white pupil shape** to where we have ours (see the below image).



The white part of the eye shouldn't be extending outside the black part. To make the white part be inside of the black part, we'll use the same technique we used in Lesson 13 when we placed the mountain image inside the text. Do you remember what kind of layer we need to create to do this operation?

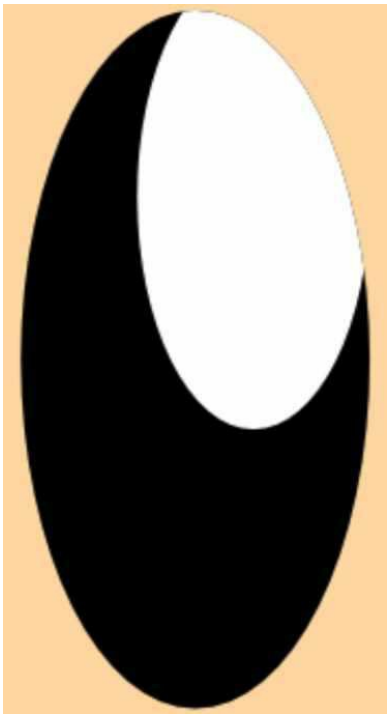
Answer: We need to create a child layer.

Go to the **Layers Panel** and *click* & *drag* the **top white Ellipse layer** below-and-to-the-right of the black Ellipse layer (see the yellow arrow in the below image for this action).



When we do this, the white shape will be inside the black shape. These two layers (adult & child) will appear in the Layers Panel just like grouped layers, but the effect inside the document will be obvious.

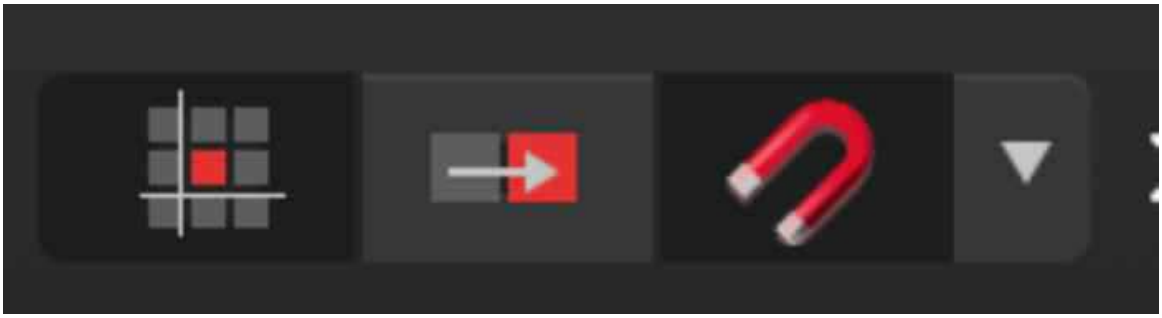
This is what our two shapes look like now that the white ellipse layer is now a child layer to the black Ellipse layer.



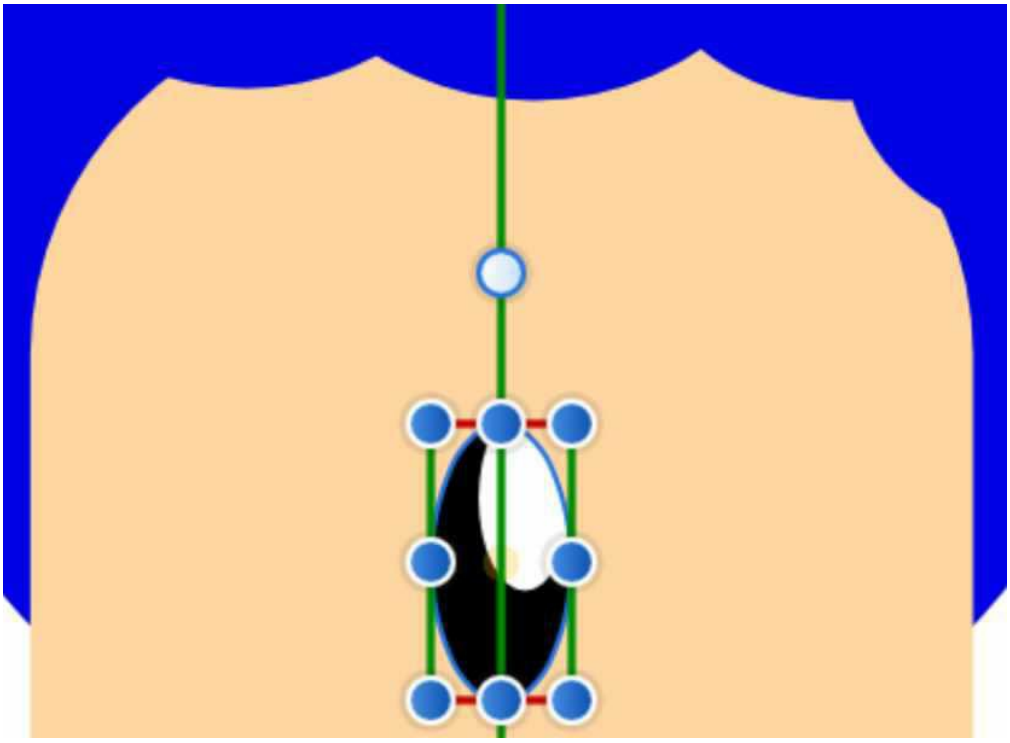
Now that we have our first eye complete, let's create the second eye and reposition both, so they'll create the character 's two eyes.

Double-click on the **canvas** to *activate* the **Move Tool** (or *press* **V**).

Note: Make sure Snapping is activated. It is the red horseshoe-looking magnet on the right side of the Toolbar. Click on it so its button is depressed (see this image).



Click & *drag* the **eye** to the center of the face. Because Snapping has been enabled, we'll see a vertical line appear showing us that we are dead center.



Press **Ctrl**/**Cmd+ J** to ***duplicate*** the eye.

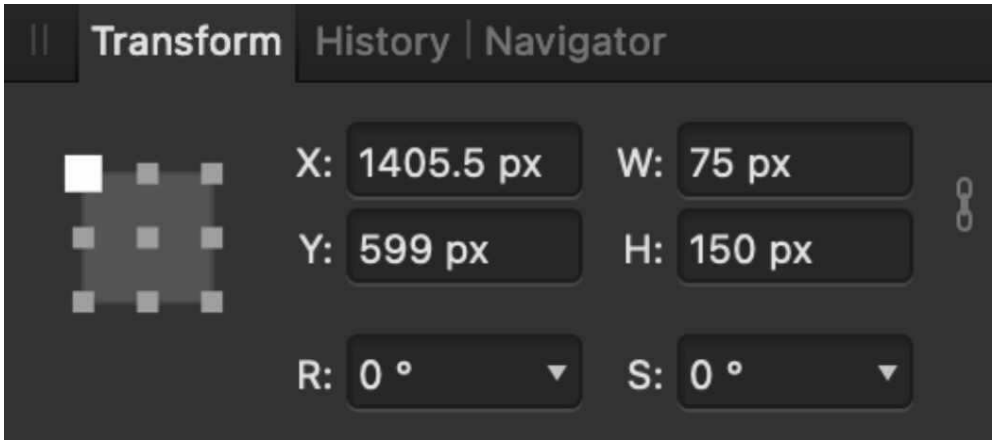
Note: When we duplicate shapes (or objects) inside our document, they will appear directly over the object we just duplicated. For new users this can be confusing. We only see the duplicated copy when we move it away from its source shape. In the Layers Panel, the duplicated copy is located above the source layer.

In this next step, we're going to position the eyes as perfectly as we can by using the Transform Panel located in the lower right-hand corner of the screen under the Layers Panel. This panel allows us to make exact placements of the shapes in our documents.

The Transform panel has these different values:

- **X** & **Y** axis (horizontal & vertical)
- **W**idth & **H**eight
- **R**otation & **S**hear

This is what our Transform panel looks like now before we add or subtract any numbers to it. The only value box we are interested in is the **X** number (or 1405.5 px). Before we continue, we want to explain what we're about to do...

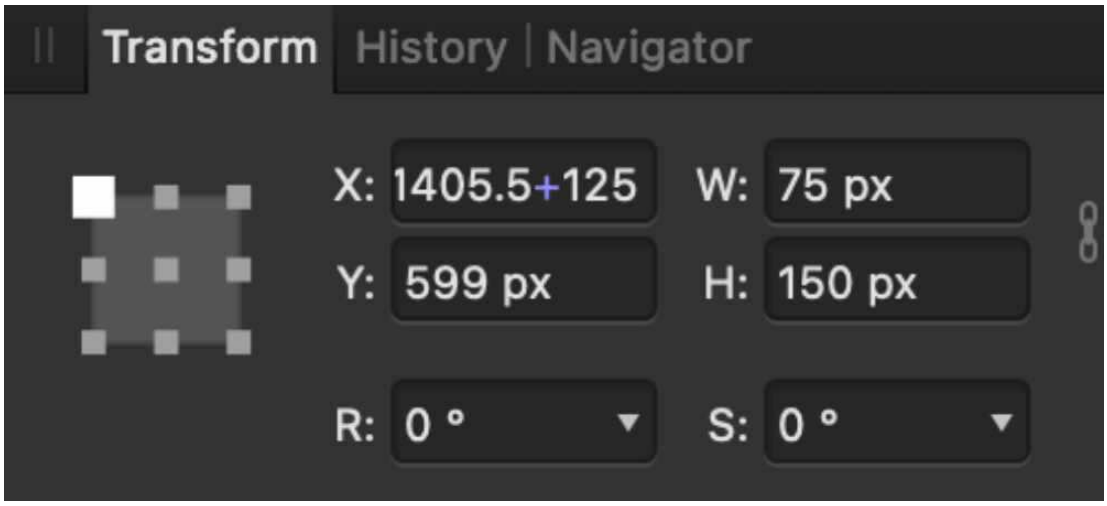


We're going to reposition both eyes by **125 px**. To do this, we'll click inside the X value box so the px is highlighted in blue. Then, for the top layer, we'll type **+125** and press Return. For the second layer, we'll repeat this step, but type **-125**. This will create a 250-pixel separation between our two eyes.

So, let's do this.

Click on the **top layer** so it's highlighted in blue (maybe it already is, but this is a good thing to check).

Double-click in the **X value box** (specifically on the **px** because we'll be replacing this) and *type* **+125** (see our image for exactly what you want to see before you press Return).

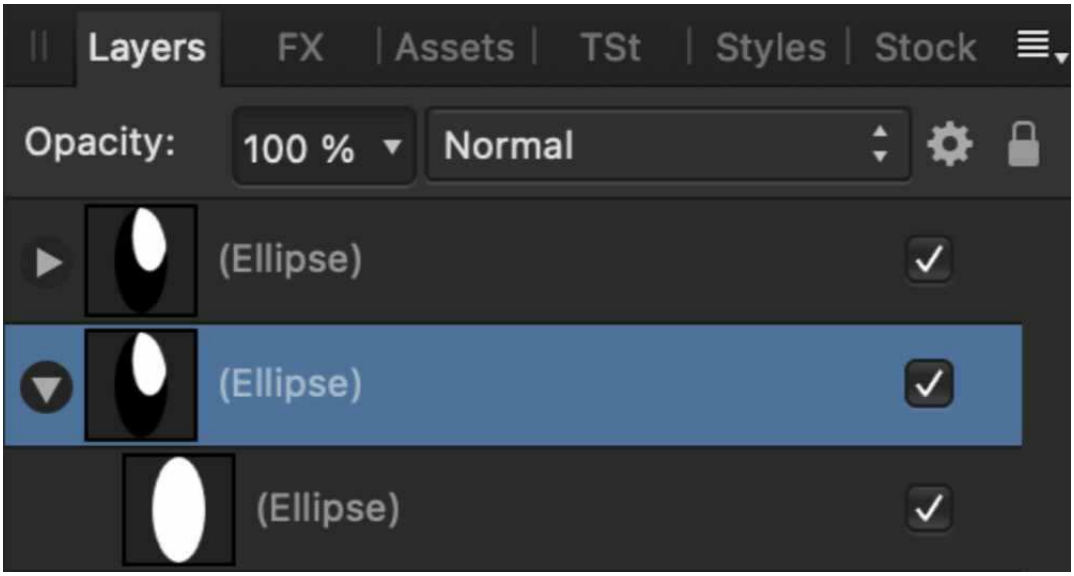


Press **Return** to cause this X-axis change.

Now that the top eye has been moved to the right by 125 pixels, let's now move the other eye to the left by 125 pixels.

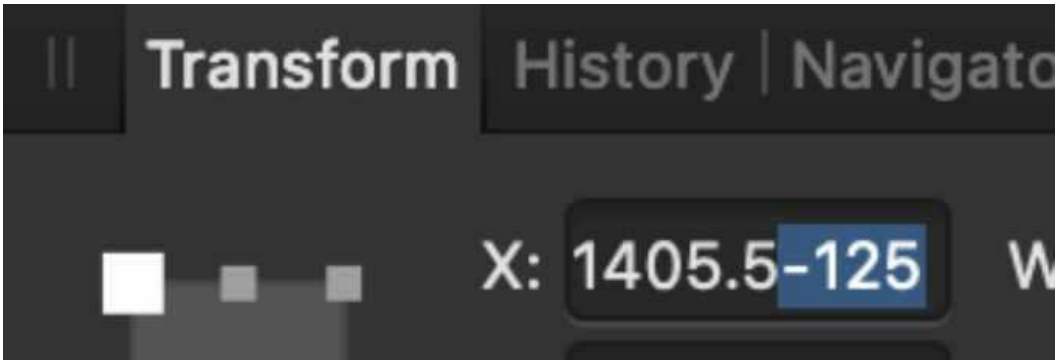
Click on the **next eye layer** (not the top one) in the Layers Panel so it's highlighted in blue.

Note: Notice how the selected layer has its grouped layers open and the top grouped layer does not. Pay special attention to the group icon on both layers: Look at how the two icons are different. The open group icon's triangle is facing downwards. Small thing to notice, but we love these details.



Double-click in the **X value box** (specifically on the **px** because we'll be

replacing this) and *type* **-125** (see our image for exactly what you want to see before you press Return).



Press **Return** to cause this X-axis change.

The next part of the man's face we are going to create is his nose. Because the nose is the same basic shape as the man's head, we'll just duplicate the head and resize it to fit the nose.

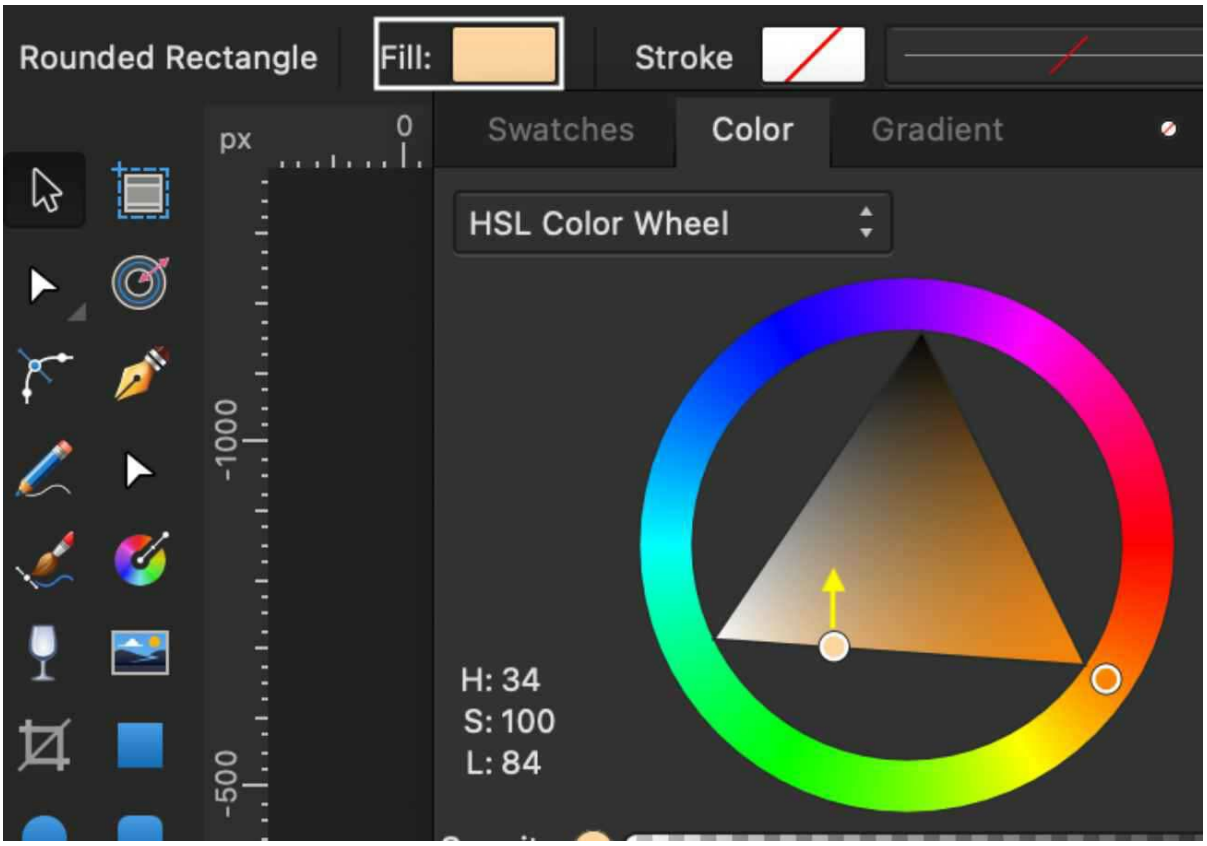
Click on the **Rounded Rectangle layer** in the Layers Panel so it's highlighted in blue.

Press **Crtl**/**Cmd**+**J** to ***duplicate*** it.

Go to the **Contextual Toolbar** and *click* on the **Fill rectangle** (see white rectangle in the image below).

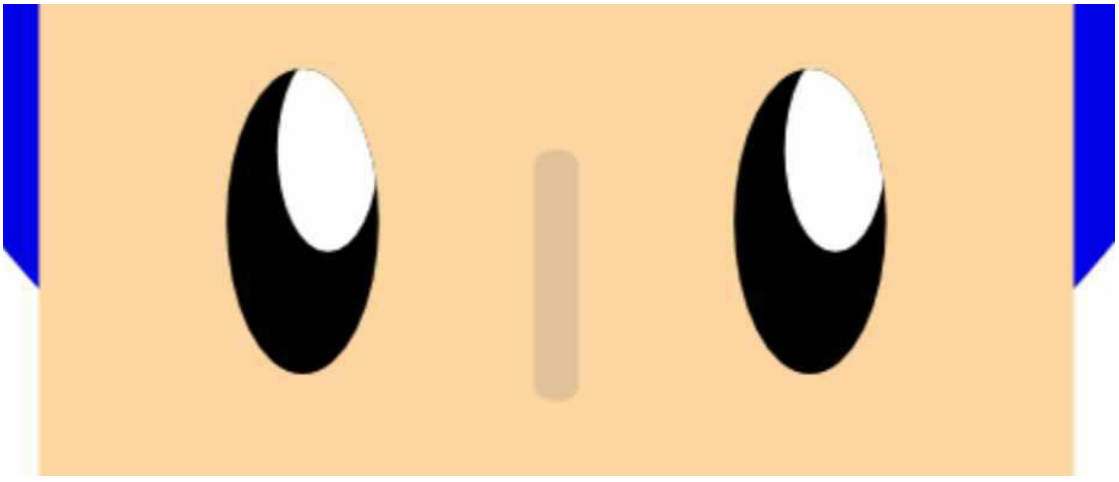
Note: If your Tools panel has two columns, like our does, then instead of using the Fill rectangle in the Contextual Toolbar, you can double-click on the Fill color in the Tools panel. Having one, two or more columns for the Tools is strictly a personal choice. But, for our workflow, we love it.

Move the **inner node** upwards towards the black corner to make the skin color a darker shade (see yellow arrow for the position we moved ours to). If you want precision in color, the RGB Hex code for our nose is #**E7C8A0**.



Click & *drag* one of its **blue nodes** to ***resize*** it. Before you do this step, the 'nose' will be the size of the character 's face.

Click & *drag* it to the **center of the character 's face** between the nose (see our image for reference).



Next is the character 's mouth. To create this, we'll be using the Subtract Boolean Tool. The Boolean tools are great tools if you know how to use

them. Don't feel bad if they seem awkward to you, it took us a long time to get comfortable using them. The most important part of using the Boolean Tools is that you need at least two shapes to interact with one another. So, for the character 's mouth, we'll be using and an Ellipse and Rectangle Tool.

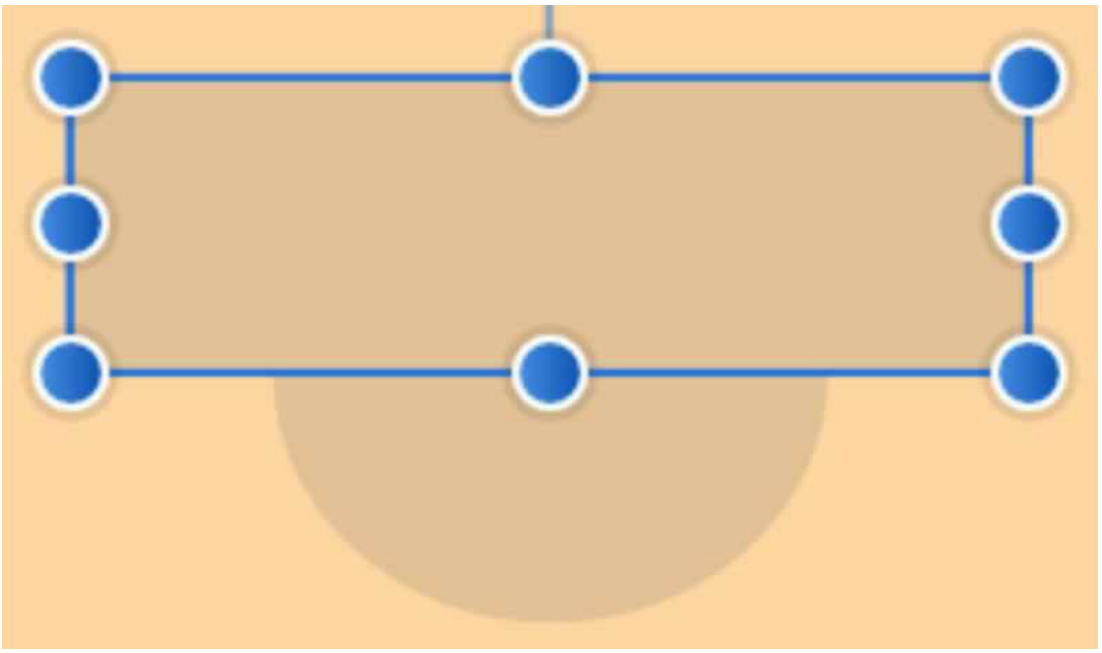
Ready?

Click on the **Ellipse Tool** so it's activated.

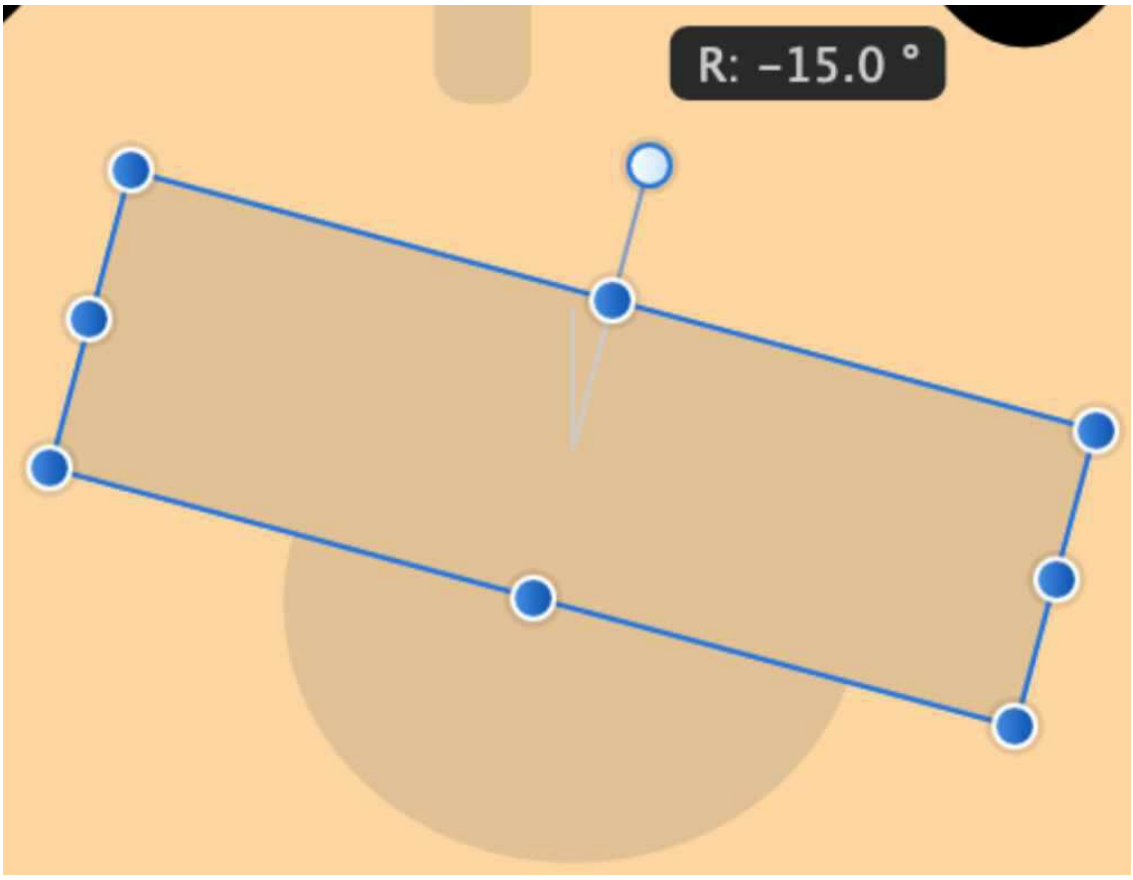
Click & *drag* out a **circle** in the skin area beneath the character 's nose.

Click on the **Rectangle Tool** so it's activated.

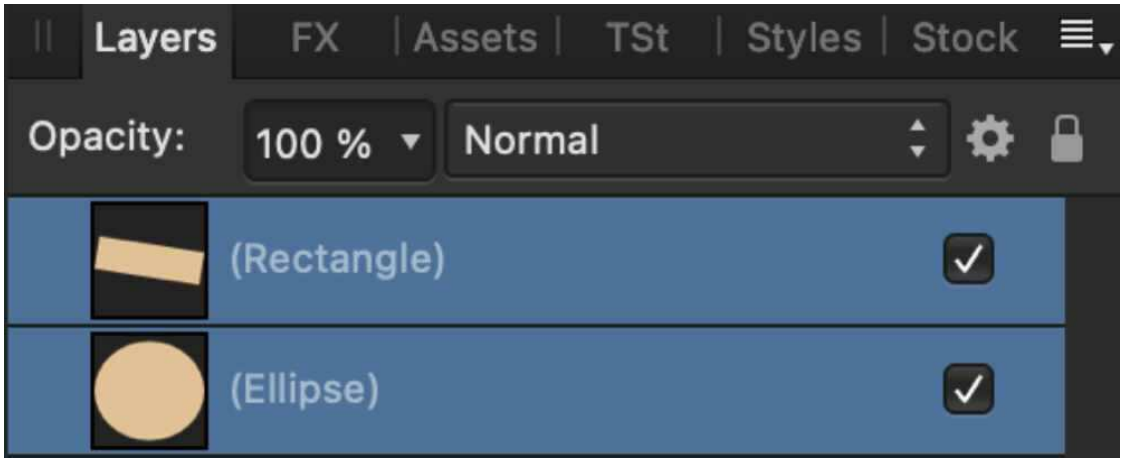
Click & *drag* out a **Rectangle** so it's covering the top third of the circle (see this image for how you should create your shapes).



Click & *drag* the **top white rotation node** and *rotate* the **Rectangle shape** just bit to the right (see our image below). When you hover the cursor over the top white rotational node, you'll see a double-headed curved arrow appear (not seen). You can see that we rotated our -15.0°. If you hold-down the Shift key when you do your rotation, it'll turn in 15° intervals.

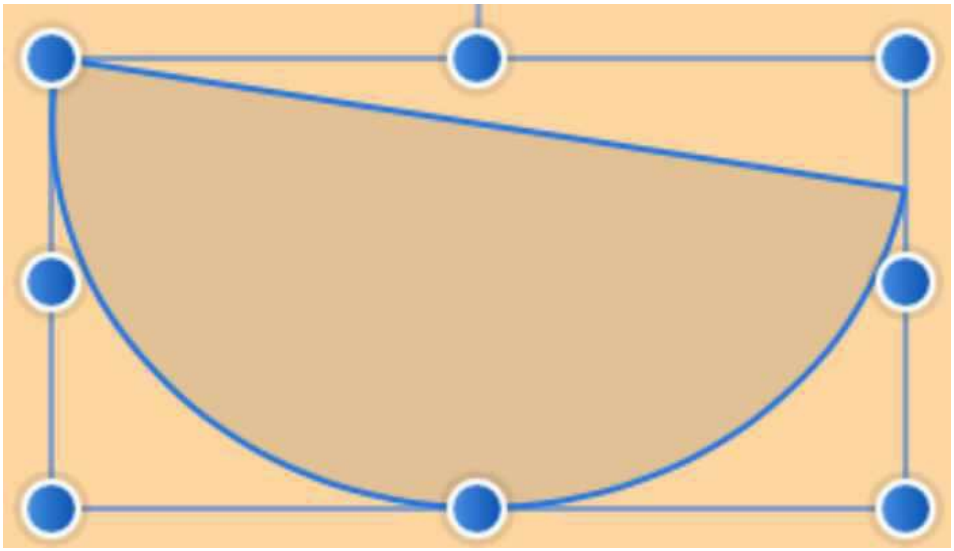


Go to the **Layers Panel** and while *holding-down* the **Shift key** *click* on the **top two layers** so both are highlighted in blue (see this image).



Go to the right side of the **Toolbar** and *click* on the **Subtract Boolean Tool** (see yellow rectangle in the below image). The minus sign shows you this is the Subtract Tool.

This is the resulting effect after the Rectangle shape has been subtracted from the portion of the Circle shape it was covering.



Now, we want to change the color to black. Before we do this, we wanted to show you on the screen the four different items you can click on to change its color to black. We had to shrink the screen in order to make this image work.

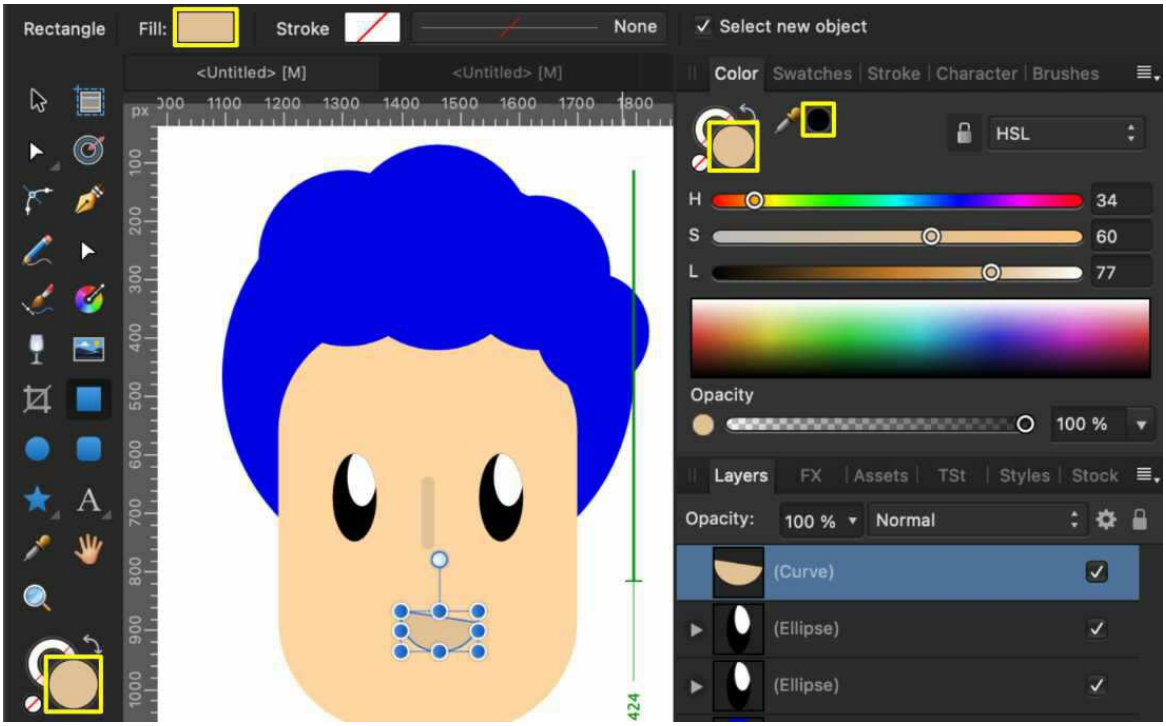
Go to the **Layers Panel** and *click* on the **top (Curve) layer** so it's highlighted in blue (this layer must be selected/active, and blue before you do the next step).

Click on the **black Color Picker Circle** (see top right-most yellow square in the below image). This will turn our mouth black.

There are three other ways we could've also changed the mouth's color black:

1. **Fill Rectangle** (in the Contextual Toolbar)
2. **Fill Circle** (Colors Panel)
3. **Color Picker Circle** (the one we chose because it's already black).
4. **Fill Circle** (bottom of Tools)

Note: Had you chosen to recolor the selected layer with the other three options (1, 2, 4), then you'd use the Color Wheel (or Sliders) to select black.

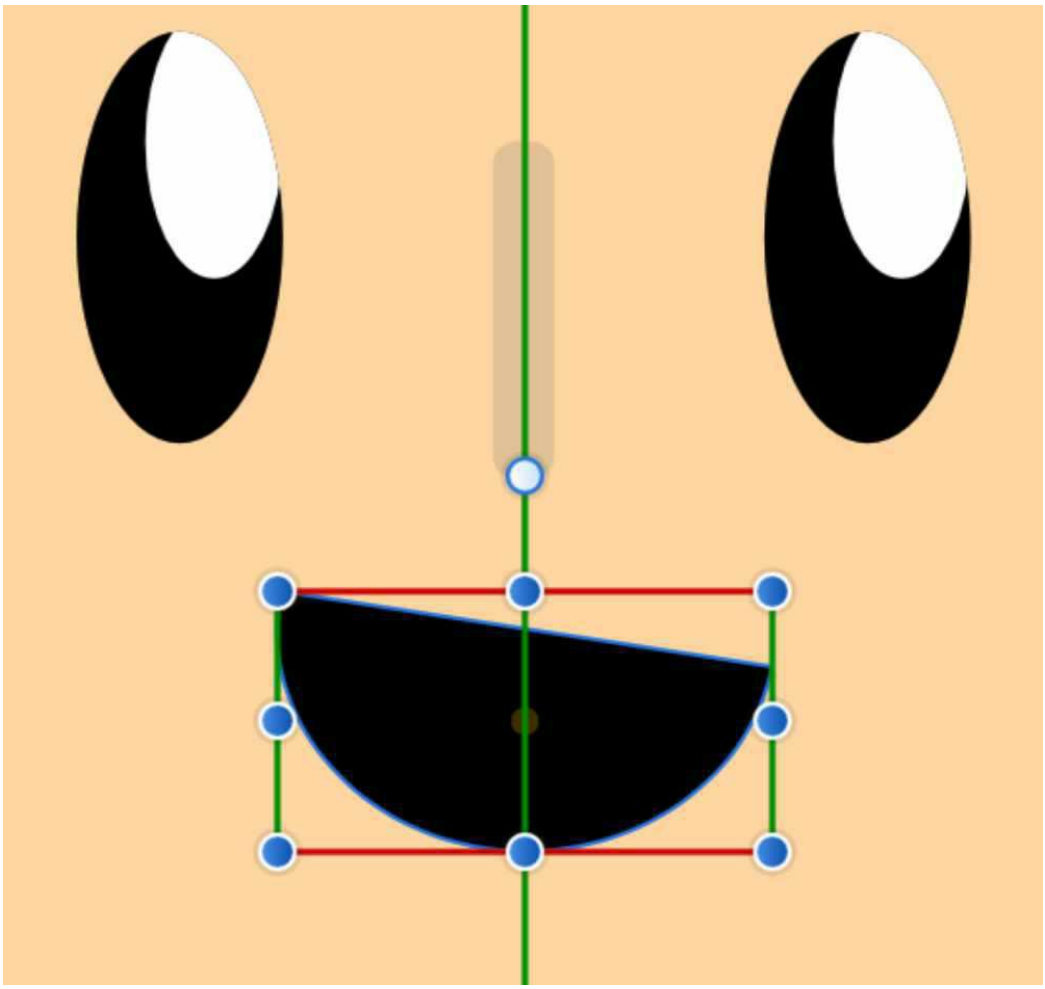


Let's now resize the mouth and add a tongue...

Double-click on the **canvas** to ***activate*** the **Move Tool** (or *press* the shortcut **V**).

Click on the **blue nodes** to *resize* the **mouth**.

Click & *drag* the **mouth** to its best position under the nose and centered on the face (see the below image to see what we've done). You can see that we made our mouth a bit bigger and have centered it on the character's face (see the vertical guideline going up the nose shape).



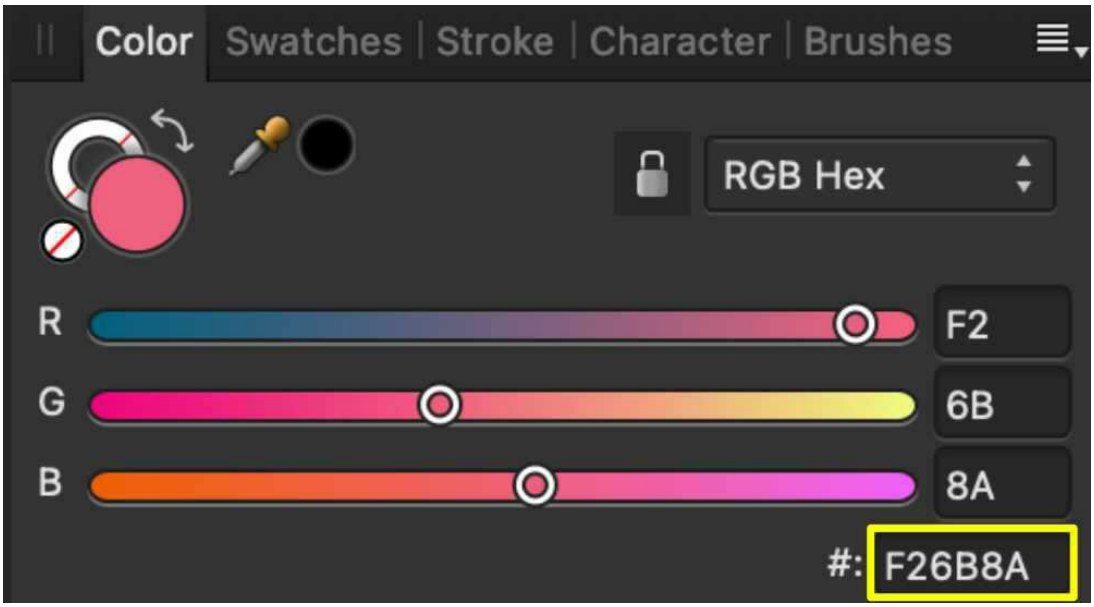
Next, we'll put a tongue inside the mouth. We'll do this by creating first a circle and then making this circle a child layer to the mouth layer - thus placing the tongue shape inside the other shape. To continue with our practice of making precise colors, we'll give you the color to use for the tongue in the next few steps.

Click on the **Ellipse Tool** so it's activated.

Click & *drag* a **circle** underneath the mouth - do not hold-down the Shift key. We want this tongue circle to be more long horizontally than vertically (see three images before for reference).

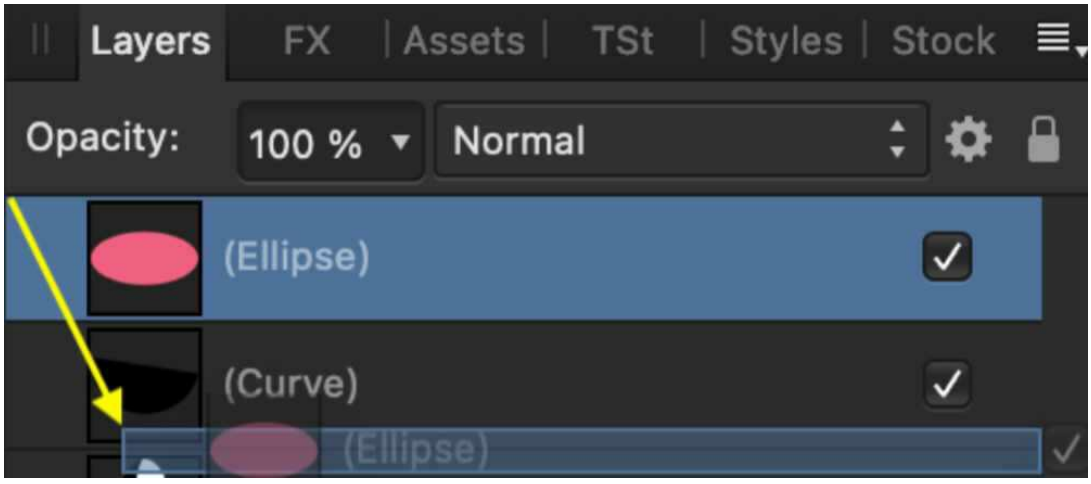
Go to the **Sliders** color panel and *set* the **Color Format** to **RGB Hex**.

Type **F26B8A** in the RGB Hex code value box.

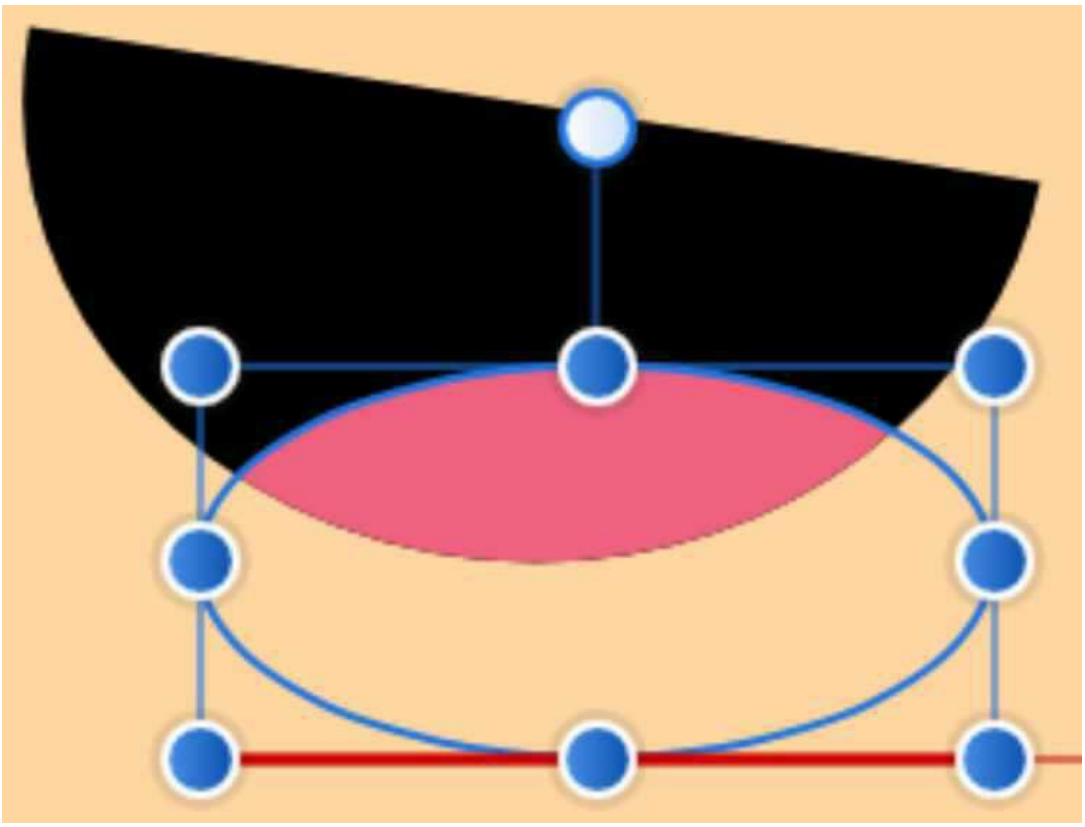


Just as we did with the eyes, we're going to make the tongue a child layer of the mouth so it will only be visible where the mouth is.

Go to the **Layers Panel** and *click* & *drag* the **top Ellipse layer** below-and-to-the-right of the Mouth layer (see the yellow arrow for this action).



Click on **either outside blue node** surrounding the tongue shape inside the mouth & *drag* it **sideways,** so the tongue shape is less round and more sideways oval (see our image). We moved our tongue a bit to the right off center, too.



Now, let's create some ears. These are simple. All we're going to do is create a an oval shape using the Ellipse Tool. Then, we'll duplicate it and make its copy half its size. Then, we'll place this smaller size inside the larger oval and color it the same color as the nose.

Ready?

Click once on the **canvas** so none of the Layers are selected and highlighted in blue. This will make it so any new layers we create (like what we're about to do) will be positioned at the top of the Layers Panel. If the tongue layer is still active when we create the ear shape, the new shape (and its layer) will not be at the top but only above the tongue layer.

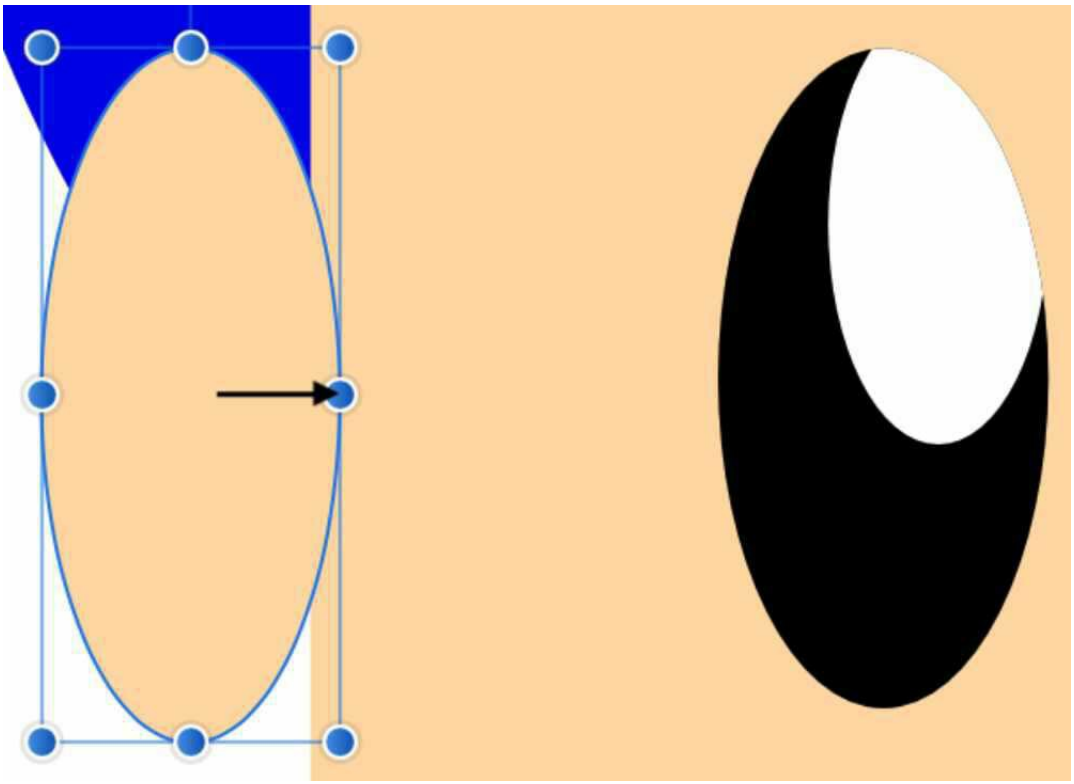
Click on the **Ellipse Tool** so it's activated - if it isn't already.

Click & *drag* an **oval** on the left side of the character 's face (our left) about the same height as the eyes.

Go to the **Colors Panel** and *double-click* inside the **RGB Hex code value box** and *type* **FFDBAC** (this is the skin color we used at the beginning).

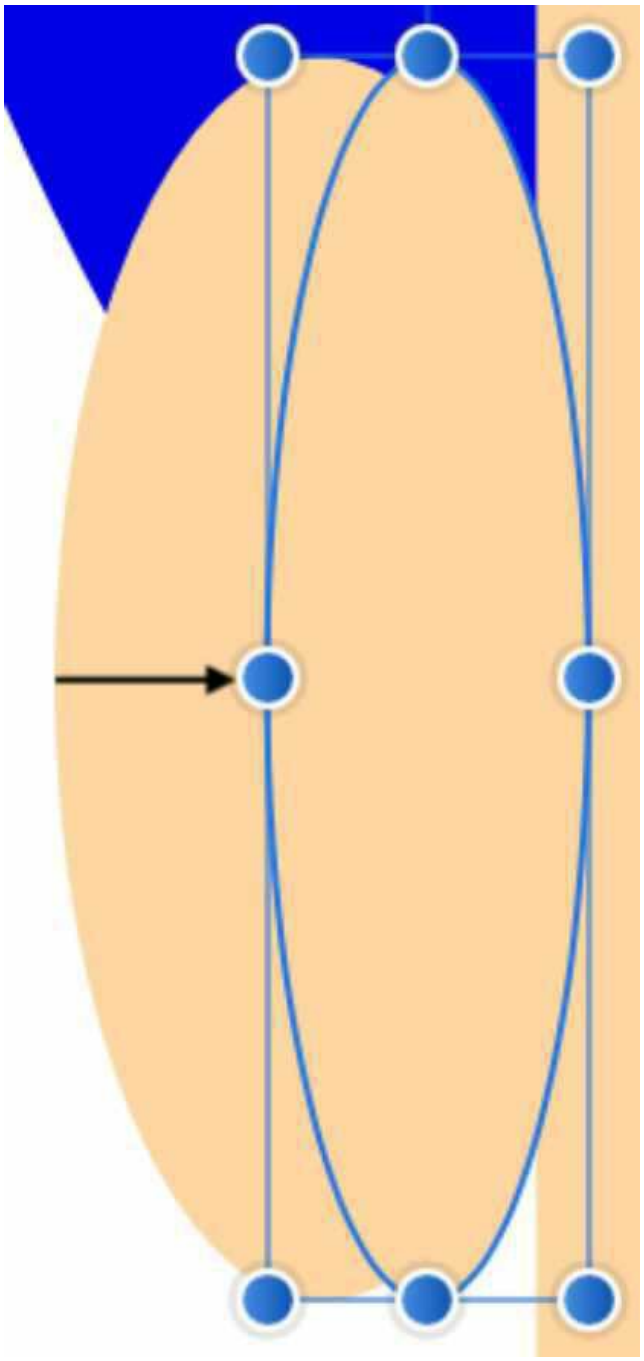
Note: It is not necessary that the RGB Hex code is all CAPS. You can have CAPS, lowercase, or a mixture of the two. We are just writing the code in CAPS so it's easier to see.

Reposition the **ear shape** so its right side is on top of the left side of the character's face. We added a black arrow just to show you that the ear shape has been moved over a bit.



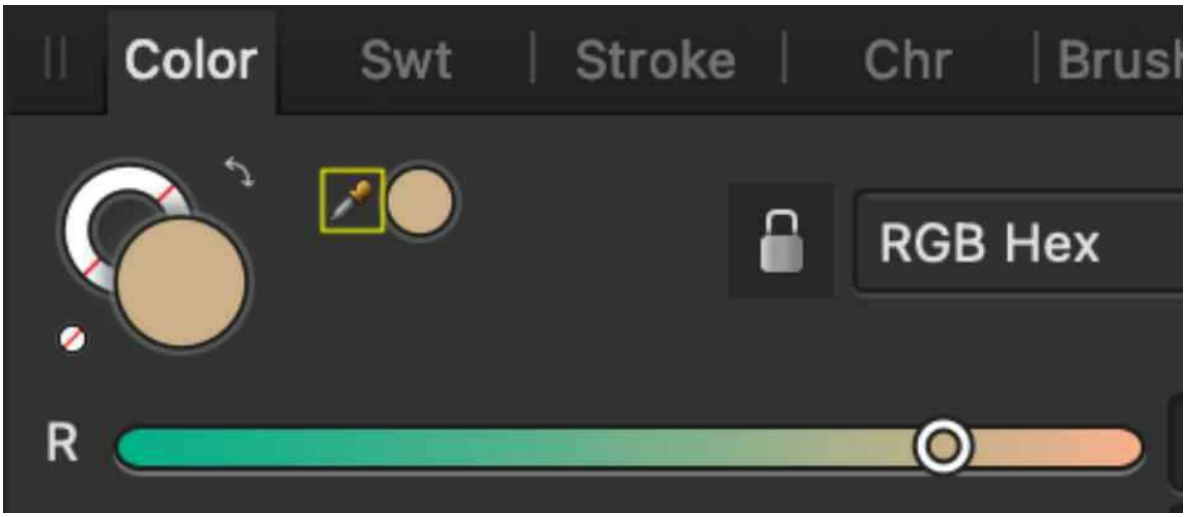
Press **Ctrl/Cmd+J** to ***duplicate*** the ear shape. Remember, when you duplicate a shape, you will not see its double until it's moved.

Click on the **left middle blue node** to *shrink* the **duplicated shape** inwards towards the face (see our image for reference). The black arrow represents the movement of the left middle node and its new position.

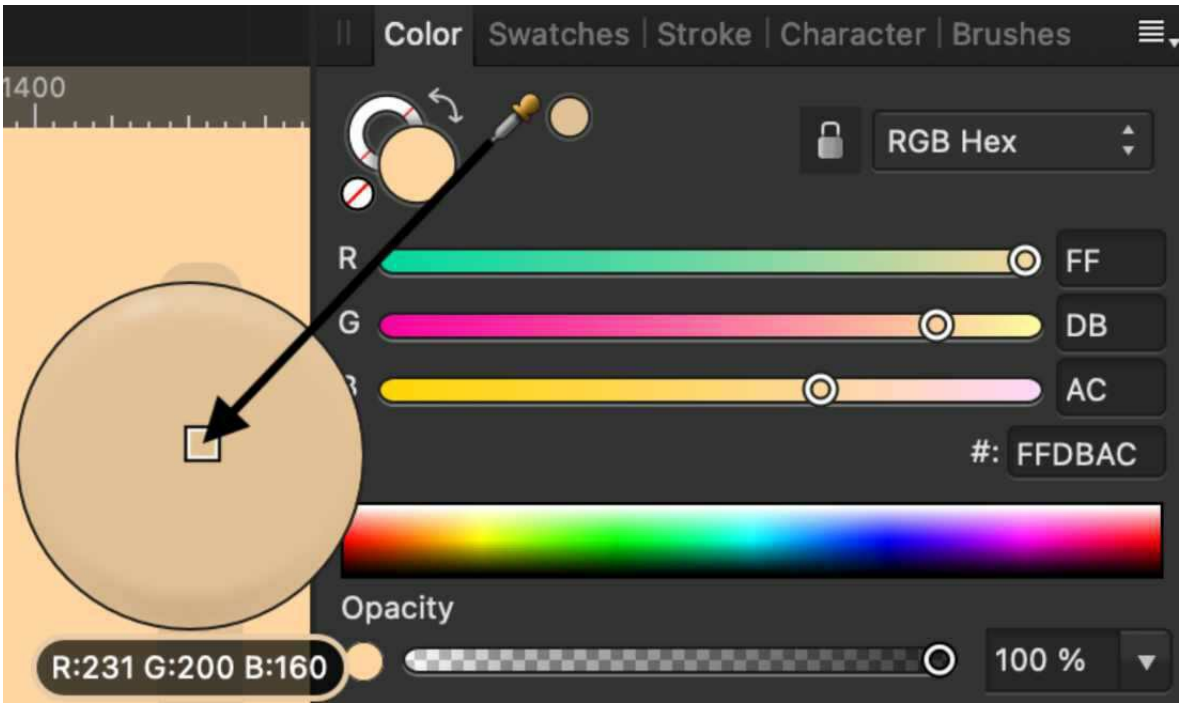


Now, we want to make this new ear shape the same color as the nose. To do this, we'll use the Color Picker Tool. To use this tool, these are the steps...

Go to the **Colors Panel** and *find* the **Color Picker Tool** (it looks like a small water dropper, and it's located to the right of the Fill circle). We've placed a yellow square around it.



Click (and do not release the mouse button) on the **Color Picker Tool** & *drag* its unique **zoom-like cursor** over the nose shape and *release* the **mouse button**. This will cause the Color Picker circle to turn this color.

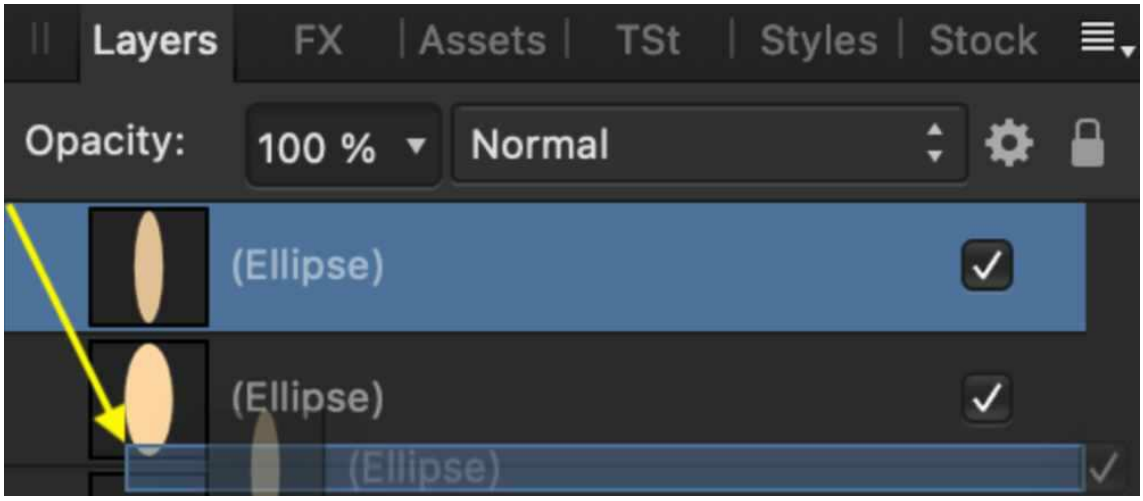


Click one time on the **Color Picker circle** and the color of our selected object will change to that color.

Next, we need to place the darker oval shape inside the other ear shape. Do you remember how to do this? If you thought "below-and-to-the-right" you're correct.

Click on the **top layer** (the inside ear shape we just recolored) so it's highlighted in blue.

Drag it **below-and-to-the-right** of the second layer (the main ear shape) in the Layers Panel (see the yellow arrow for this action).



Click on the **top layer** of the Layers Panel & *press* **Ctrl/Cmd + J**.

Double-click on the **canvas area** (not on the document) to *activate* the **Move Tool** (or *press* **V**).

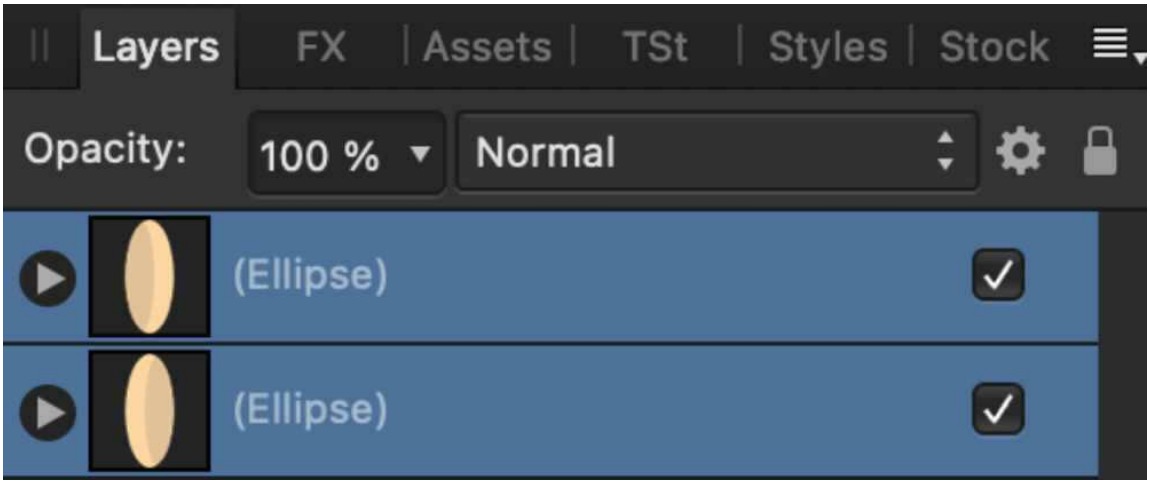
Click & *drag* the **duplicated ear** to the right side of the character 's face (our right).

Go to the **Toolbar** and *click* on the **Flip Horizontal** button (see yellow rectangle). Now both ears look the same.

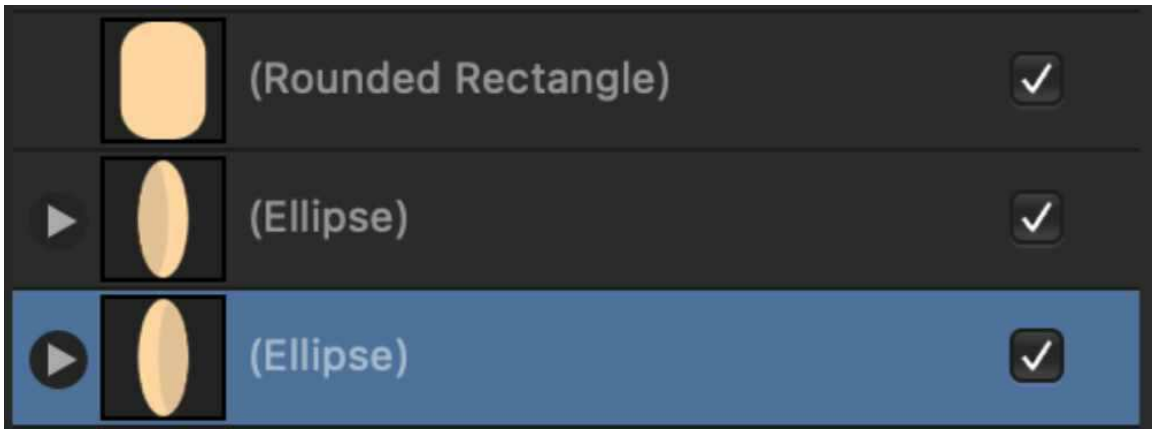
Reposition the **right ear** so it's partway on the character's face - like we did for the left ear.

Now that both ears are done, perhaps they will look better if they were positioned behind the character's face.

Go to the **Layers Panel** and *hold-down* the **Shift key** and *press* the **top and second layer** so both two top layers are selected and highlighted in blue. These are the two ear shape grouped layers. Do you remember what the icon looks like that signifies if a layer is a grouped layer or not? Check out these two selected layers and see if you can find out. Hopefully you already know the answer.



Click & *drag* these **two layers** beneath the head shape layer at the bottom of the Layers Stack. Notice we **did not** write below-and-to-the-right. We are not making child layers.



The ears look much better behind the face. What do you think?

The character is looking pretty good. All we have left to do now is add some shading to his face and hair.

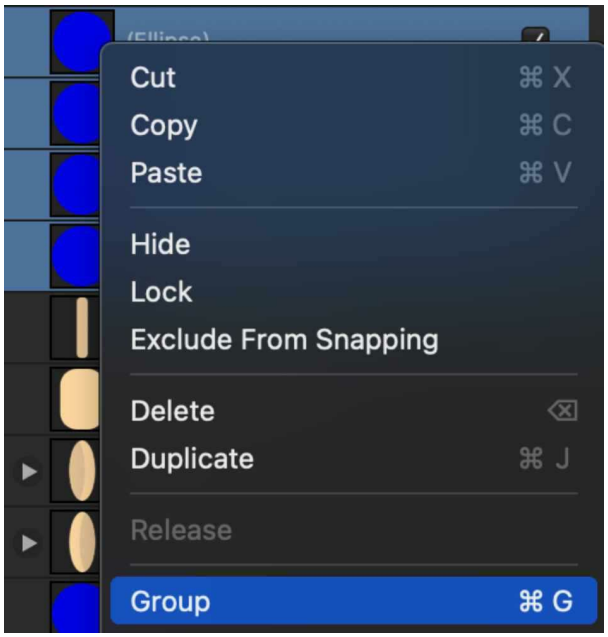
Before we do that, let's tidy up our Layers Panel by grouping like layers and then renaming them. We'll start at the top and work our way down.

Renaming layers is simple: All you have to do is double-click on a layer and then type its new name and press the Return key. The trick is to first group the layers and then rename the group. Maybe for some reason your Layers Stack is different from ours, so we'll go through each group together and rename them together, too. We'll list them by type.

Hair ('bangs'):

Hold-down the **Shift key** and *click* on the **top blue Ellipse layer** and then the lowest in the group of four 'bangs' (not the very bottom layer).

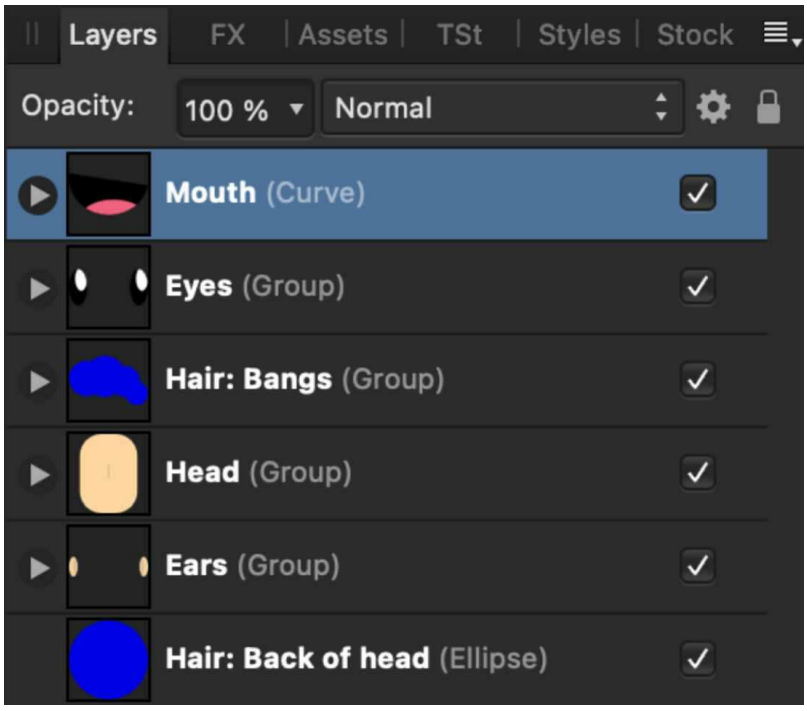
Right-click the **mouse button** and *select* **Group** from the pop-out window (see the below image). Notice how the four blue 'bangs' layers are highlighted in blue.



Group the **layers** according to type and then *rename* **them** as such.

Note: We sometimes run into a very frustrating thing when we rename our layers. For some reason, sometimes after we type one letter the software won't allow us to continue renaming that layer. Sometimes, we have to double-click that same layer multiple times in order to rename it. If this happens to you, don't get too frustrated and just keep double-clicking and try to rename the layer. Eventually, you'll be able to.

Here is what our Layers Panel looks like after we've grouped & renamed our layers. It looks MUCH cleaner. What do you think? Which do you prefer?

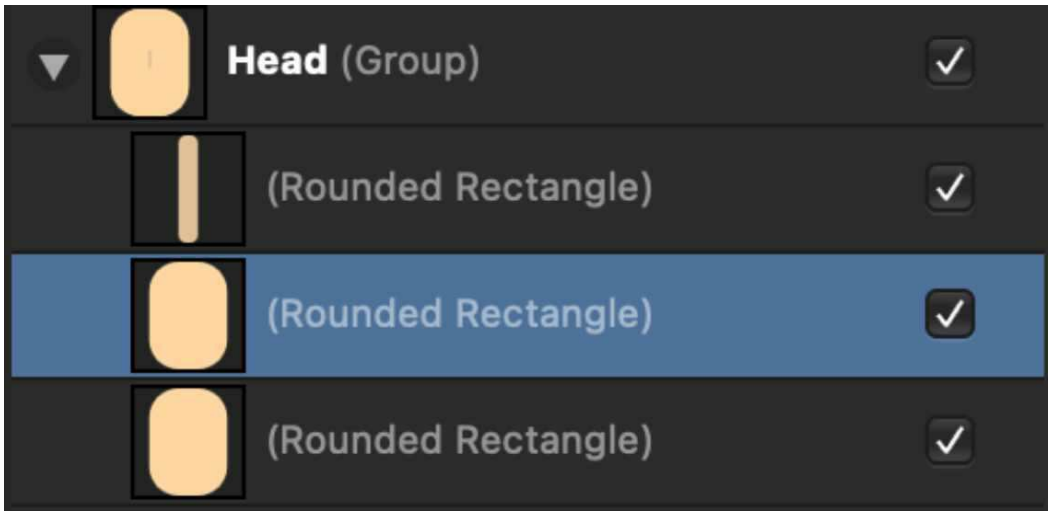


Now that our face is done and the layers have been tidied up, let's add some shadows to the character's face. This process is not too difficult once you understand how it's done.

Ready?

Click on the **Head group** and then *click* on the big **Rounded Rectangle** layer so it's highlighted in blue.

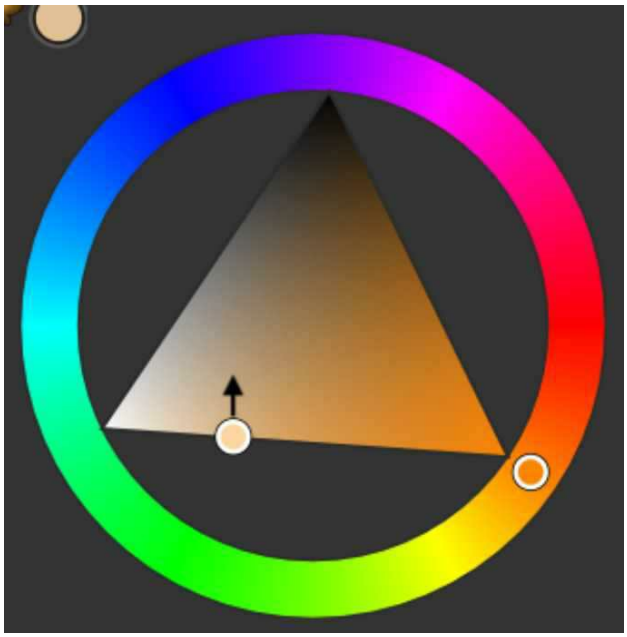
Press **Ctrl/Cmd+J** to ***duplicate*** it. This is what the Head group should now look like. Notice how the duplicated layer is on top of the layer we just selected. New layers show up on top of the previous layer.



Hold-down the **Shift key** and *press* the **downward** & **left arrow keys** once each. This will cause the duplicated face to shift down-and-to-the-left one space.

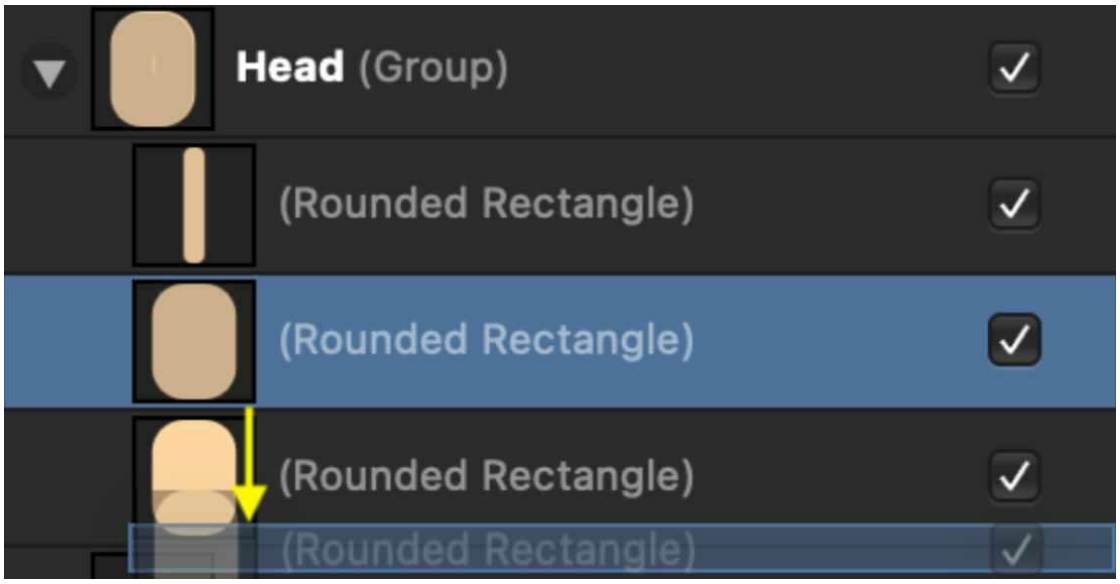
Go to the **Colors Panel** and *click* on its **Burger menu icon** and *select* **Wheel**. We need the Color Wheel to do the next step.

Move the **inner node** up about **1-2 mm** (see black arrow for this action). This will slightly darken the duplicated layer.



Go to the **Layers Panel** and *move* the **duplicated layer** under the head layer. This will cause the darkened face layer to be beneath the source face.

Note: We're not creating a Child layer here: Only moving layers.



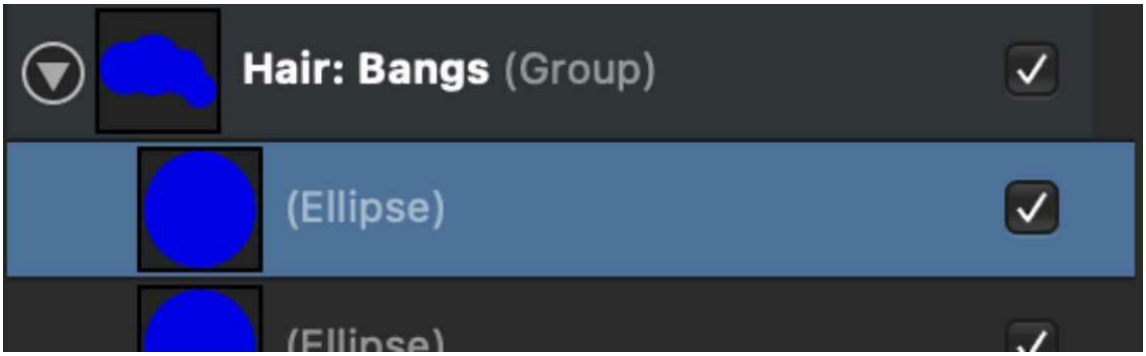
This is how we create the shadows for the character's face. Now, we'll use this same technique for the four different Ellipses that compromise the character's bangs (not the hair on the back of his head). We'll show you how to do one and you're on your own to do the rest.

Ready to begin?

Click on the **group icon** for the **Head layer** so its contents will collapse and make our Layers Stack look nicer.

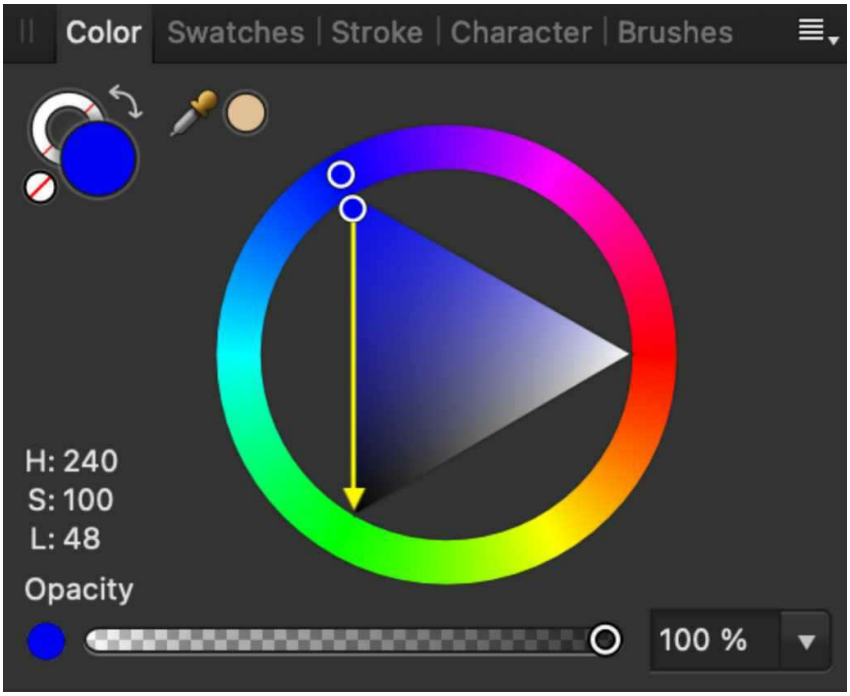
Click on the **group icon** for the **Hair**: **Bangs layer** so its contents reveal themselves.

Click on the **top Ellipse layer** so it's active and highlighted in blue (see this image).

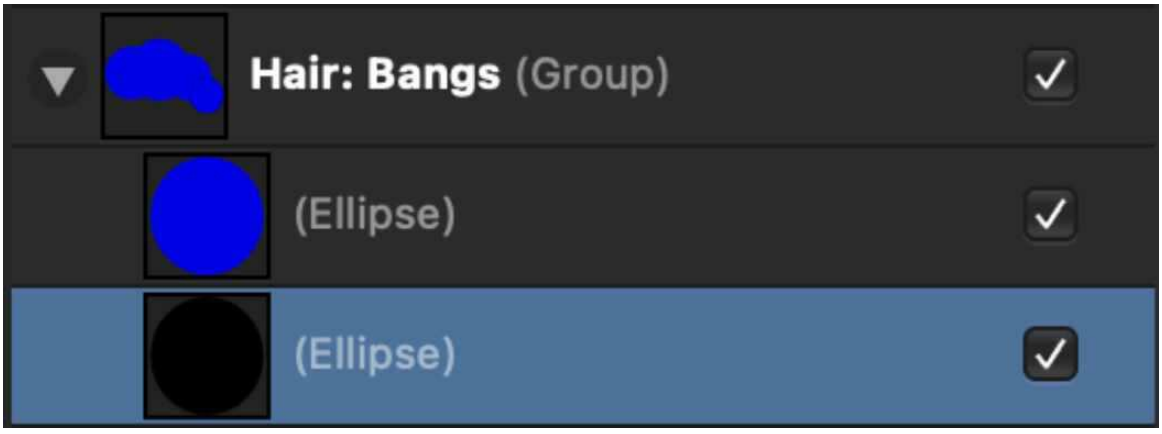


Press **Ctrl/Cmd+J** to ***duplicate*** it.

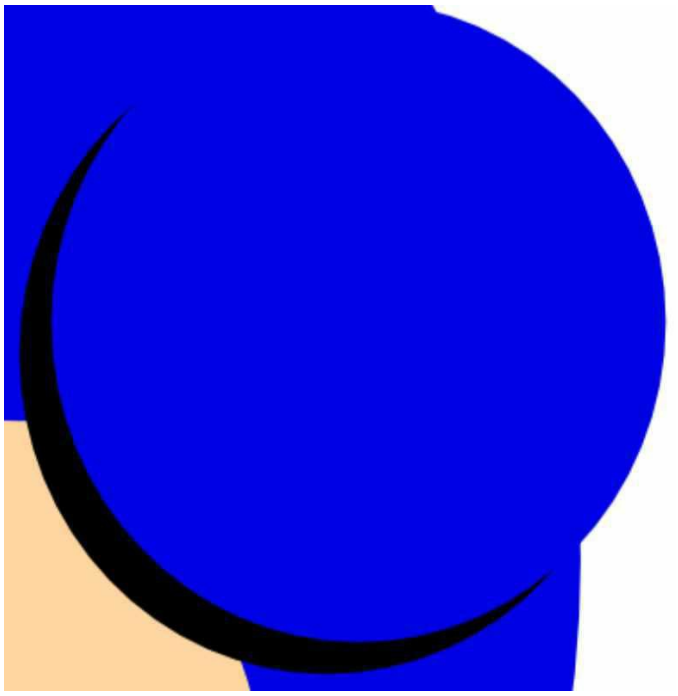
Go to the **Colors Panel** & *move* the **inner node** all the way down to black. This will make this duplicated hair turn black.



Click & *drag* the **now black duplicated layer** below its source layer. This is what these layers will look like after you've done this action.



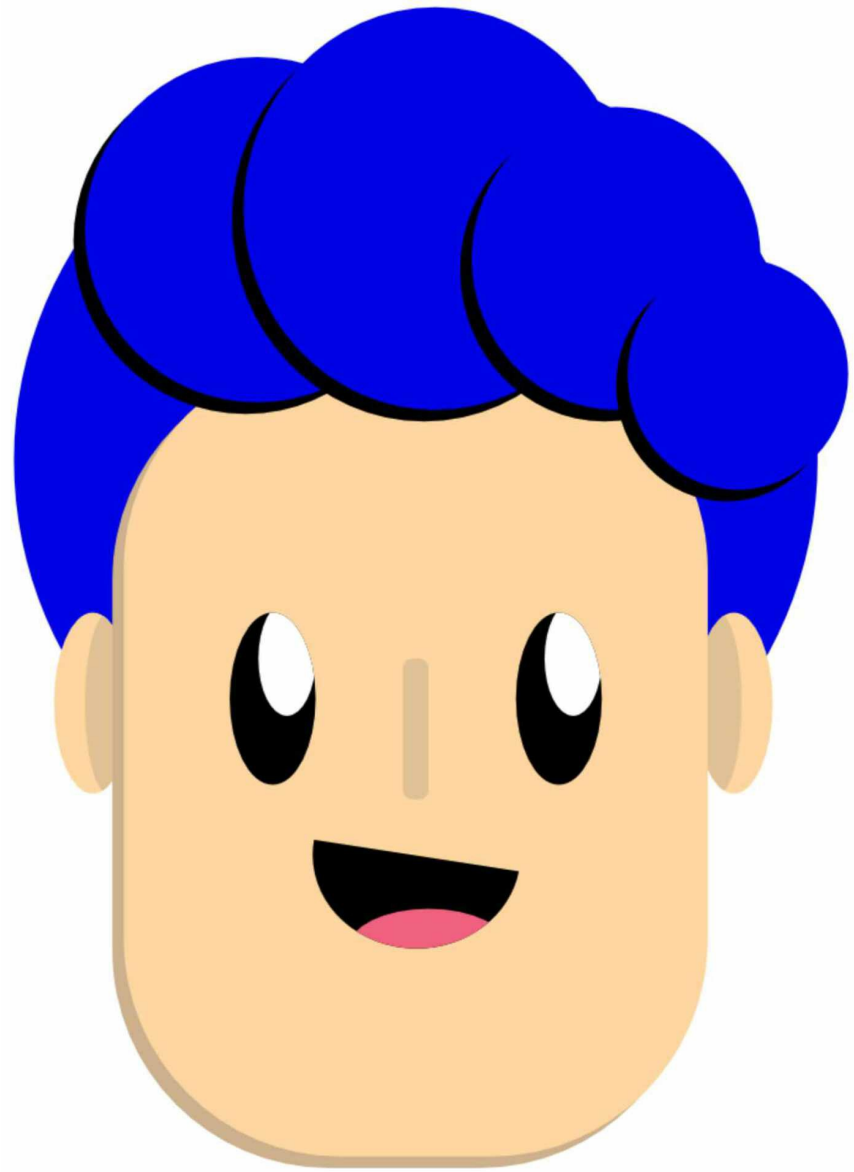
Hold-down the **Shift key** and *press* the **downward** & **left arrows** one time. This is what this 'bang' now looks like. Pretty cool, huh?



Your turn. Repeat these steps for the other three 'bangs'. Make sure you have the correct layer selected every time you start this process. Here are the steps you need to take:

1. *Duplicate* the **'bang' layer**.
2. *Go* to the **Color Panel** and *move* the **inner node** straight down to black.
3. *Move* the **duplicated layer** underneath the one layer it was just on top of.
4. *Hold-down* the **Shift key** and *press* the **downward arrow** and the **left arrow** one-time each.

Done. You now know how to create a character's face in Designer and how to add shading to it.



Finished. This ends this tutorial.

Lesson 16: How to Create a Landscape Design

This lesson was our favorite new technique to learn. We remembered watching countless videos about how to create this design without ever learning the steps. After learning how to create this effect, the process became self-evident. Problem is, is that there's a ton of videos showing how it's done but missing the critical explanations of why and how. We hope you like this effect as much as we do.

Before we start, we think it's important to think about what we're about to do. If you're new to this effect, then do a casual glance at these steps and get on with the lesson. After you've had some experience working through this lesson, come back to this page, and re-read these steps. Maybe they're helpful.

Landscape designs have these three basic characteristics:

1. They're made up of lines that represent land curvatures (hills, mountains).
2. They're made up of Monochromatic colors starting with the darkest and fading away to the lightest.
3. They have shadows or lit spaces based on the position of the sun.

Quick overview of the steps involved (Steps 6 & 7 will not be covered in this lesson):

1. *Use* the **Pencil Tool** and *draw* the **contours** you want.
2. *Count* how many **main colors** you'll need (e.g. three mountains + sky = 4).
3. *Choose* a **color** (like Red) and write down the Monochromatic color codes for each one (RGB Hex codes or CMYK values).
4. *Click* on **each contour** and color it.
5. *Position* the **layers** correctly in the Layers Panel.
6. *Add* **gradients** to create more depth.
7. *Import* **shapes** like trees & silhouettes of shapes to be more creative.

Ready to start creating?